



## Introduction

Since its release in the Playstation, Valkyrie Profile is one of the greatest games ever to hit the popular console. Its unique gameplay, engaging story and battle system entirely captured the interest of gamers everywhere.

Now fans can relive the experience once more in the PSP. Named 'Valkyrie Profile: Lenneth', the game is now packed with more cutscenes and extras while retaining the aura from the Playstation original.

To my side my noble Einjerhars, the fate of the world is in your hands!

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## Author's Note

Hello dear readers, and welcome again to yet another faq for one of my all time favorite titles. Since I played the game in the Playstation many years back, VP never lost its magic and the excitement in playing the game is still there. I am sure other VP fans will agree as well.

I have two versions of this faq; one is in the standard .txt format and the second is the one you have right now. I wanted to create an illustrated guide to further help users; as they say, a picture paints a thousand words.

Also take note that this is a guide while playing in HARD mode. If you just grabbed the game and a new player in VP, I suggest playing in NORMAL or EASY modes. Aside from that, I will be both covering endings A & B in this guide. Only some dungeons are changed in Hard Mode. You can still use this guide when playing Normal mode but you need to traverse the dungeons not found in this faq by yourself. SPOILERS are present in this guide, which can't be avoided. You have been warned.

Any feedback from you guys is very much appreciated. If you have corrections or suggestions tell me so; remember that I am doing this for FREE and I am investing my time and effort to make this guide as helpful as possible.

I can't assure you that I can answer all your questions, but in the best of my ability I will. Thank you for grabbing this faq and enjoy.

- Paul 'Vhayste' Michael

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## Basics

### - About the Game – Overview

Ragnarok, or the end of the world is coming near. The war between the Gods and the forces of darkness is at its peak. Your mission as a Valkyrie on Midgard is to recruit chosen souls of slain warriors and mages, to fight against the dark legions. There are 8 chapters in the story, with 24 periods each (some chapters have 28 periods in hard mode). At the end of each chapter, Freya will evaluate your performance. Also note that the more satisfied Freya is, the more Materialize points you'll get and the better items you'll be awarded. This can be done by sending Einherjars that meets the minimum requirements as requested by Freya.



There are no shops here like a traditional RPG or the need to visit each town. Everything you do consume periods; Spirit Concentration, visiting dungeons, visiting towns (recruiting characters) Since time is limited, exploring is limited as well.

Items must be purchased in the world map or in save points. The currency in the game is called MP (Materialize Points) which is awarded by Freya during Sacred Phases. These are also limited as well; though there are handy Convert to MP option in the Items Menu, you may find yourself in trouble if just buy items/equipment without thinking.



### - About the Game – Einjerhars

Einjerhars are the chosen souls of fallen mortals to fight alongside with the gods. Recruiting these would-be heroes for the impending battle is your main goal. Each of the characters you will be getting have their own stories; which are not related to the main plot. For some, these can be considered as sidequests. But in the game, it is a requirement.

You can send up to two Einjerhars each chapter. You need to make sure that they have the necessary hero value and other skills/ traits as well. In this guide you will find Freya's requirements each chapter.

### Hero value and Traits

Hero value determines an Einjerhar's character. Most of them start with negative values, which can be increased by leveling them up (+2 Hero Value/ Level). Aside from that, players can also increase their Einjerhars' hero value by allotting Capacity Points (CP) to positive traits of the character.

Skill		Learn			Set Up	Traits
Arngrim		Capacity			0	
Traits	Rank	Adjust	Total	NeededCP	Level 1	
Brave	1	(+9)	+9	10	Character's Hero Value is -101	
Selfish	8	(-6)	-48	2		
Nimble	1	(+5)	+5	2		
Coolheaded	8	(-9)	-72	2		
Reckless	1	(+2)	+2	2		
Realist	1	(+1)	+1	2		



**TIP:** Characters with too many negative traits and very low Hero Value? No worries, equip them with an accessory called **Amber of Happiness**. This is available in the very start of the game and can be equipped in any of the last three POS equipment slots.

Now, try putting CP on those negative traits, watch their Hero Value skyrocket!

Freya sometimes requires traits that are not listed in the Traits menu of the character. Some of these are being a 'Negotiator', 'Can Swim', 'Brave'. In these cases, you need to equip the character you'll send with specific accessories that will give them those abilities. In this case, a Negotiator needs to have *Angel's Lips* equipped, *Shell of Laliu* will enable a character to swim and to be Brave, the *Flame Bandanna* is needed.

If you want to conserve much valued CP, you just buy tomes when Freya requires a character with Demon/ Monster/ Undead Knowledge. These traits can be acquired by leveling them as skills.



## Training Einherjars

As mentioned in the topic above, characters gain +2 hero value for each level up they get. So five levels (+10 Hero Value) is really a great help if you want to meet the required hero value without maximizing/ investing CP to the characters' traits.

In normal mode, the characters' levels are fixed when you get them. This means their CP is at full when you get them (999 pts), most of it are excised/ wasted. In hard mode however, all characters starts at level 1, which means you can maximize their growth.

There are two important accessories you should consider when leveling up your characters are the **Emerald Necklace** (+100 CP after level up) and the **Bracelet of Zoe** (+300HP after level up). These two are invaluable. Both of these can be acquired as early as Chapter 2 or 3.

Acquired event experiences when exploring dungeons and opening artifacts are stored in what the game calls an 'EXP Orb'. This option can be accessed from the Party menu. Collected event experiences here can be distributed to your low level characters.





Party		Edit	Exp. Orb	Practice
Exp. left		135876		
Name	Exp.	Kashell		
Valkyrie	0	LV	9	
Arngrim	0	DME	10390 / 10990	
Jelanda	0	STR	365	
Kashell	0	INT	56	
Janus	0	AGL	72	
Nanami	0	DEX	45	
		ATK	365	
		RDM	80	
		AVD	72	
		HIT	45	
		DEF	0	
		RST	28	
		EXP	63553	
		After	15947	
		Class	Heavy Knight/Adventurer	
		Hero Value	115	

### Sending Einherjars

Sending Einherjars will permanently take them off from your party. However, you may need to change party members often if you want to maximize their skills and train them. Also, your characters can also 'die' once sent to Asgard. This happens if you sent them with no/inadequate equipment, very few skills and at a very low level. You need to be very careful when sending somebody. When you send heroes exceeding Freya's minimum requirements (or sending two each chapter) expect really great items from Odin. This is good if you are just playing the game as is; for those who want Ending A, they may need to consider this.

Transfer		2 more can be sent		
Name	Hero Value	Janus		
Arngrim	-83	LV	9	
Jelanda	11	DME	5790 / 5790	
Kashell	115	STR	293	
Janus	121	INT	134	
Nanami	102	AGL	86	
		DEX	61	
		ATK	575	
		RDM	174	
		AVD	136	
		HIT	181	
		DEF	10	
		RST	67	
		EXP	61570	
		After	17930	
		Class	Archer/---	
		Hero Value	121	

Sending heroes to Asgard also increases Valkyrie's Seal Value. This is really important to take note if you are aiming to get the A ending. (Best Ending). Details how to get there will be discussed in the main walkthrough. Also, getting the path to Ending A will complete your movie gallery.

Status	
Valkyrie	
LV	13 (Level)
DME	8568 / 8568 (Divine Materialize Energy)
STR	370 (Strength)
INT	176 (Intelligence)
AGL	106 (Agility)
DEX	68 (Dexterity)
ATK	676 (Attack)
RDM	184 (Reduce Damage)
AVD	156 (Avoid)
HIT	188 (Hit Rate)
DEF	30 (Defend)
RST	88 (Resist)
EXP	147764 (Experience)
After	29236
Seal Value	96



Valkyrie profile introduces a unique battle system. Each party member is assigned to a button. Depending on the equipped weapon, characters can attack up to three times, where each attack adds energy to the combo gauge below the battle screen



Not only that; when the combo gauge reaches 100%, attacking characters will get the chance to perform a special attack. Each character has their own special attacks. Freya and Valkyrie calls their special attacks "Divine Assault", other warriors call theirs "Finishing Strike" for the mages, its either a "Great Magic" or the chants for a powerful version of their spell.



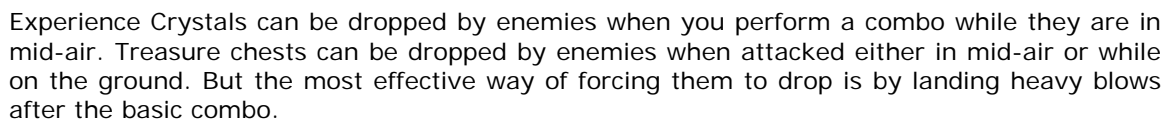
Each special attack adds a certain amount of energy in the combo gauge; you can link up to four special arts to inflict devastating damage to an enemy, so long as the gauge reaches 100% after each special attack.

After performing special attacks and spells, your characters will have what the game calls as '**Charge Time**' (CT). There is the number of turns needed before the character/ mage can use special attacks or cast spells respectively.

**TIP:** In tight boss battles, reducing the CT is very, very important. These can be done by either using a consumable called '**Charge Break**' (Reduces CT at a cost of some DME) or attack the target while it lays flat in the ground to drop **CT orbs**.







Skill	Learn	Set Up	Traits
<p>Alenda</p> <p><b>Fight</b></p> <p>Fighting spirit. Raises STR, INT, AGL and DEX [Skill LV x 2].</p>		Capacity	46
	Survival	0	15
	Identify	0	5
	Leadership	0	5
	<b>Fight</b>	8	Max
	Brick	0	5
	March	0	5
	Formation	0	5
	Defend	8	Max

### A. Reaction Skills (e.g First Aid, Cure Condition, Guts)

### B. Support Skills (e.g Splash, Combo Counter, Reverie)

### C. Attack Skills (e.g. Wait Reaction, Slanting Rain, Charge)



#### D. Status Skills (e.g. Fight, Survival, Attack Power)

These are the skills you will be leveling up often. They increase the status of your characters permanently. This is very crucial specially when you are planning to train a low-level character.



The required CP increases when the skills also increase in level. LV8 is the maximum level. Also note that Reaction, Support and Attack Skills must be **SET UP** before they are activated. Status skills are automatically activated once you allot CP in them.

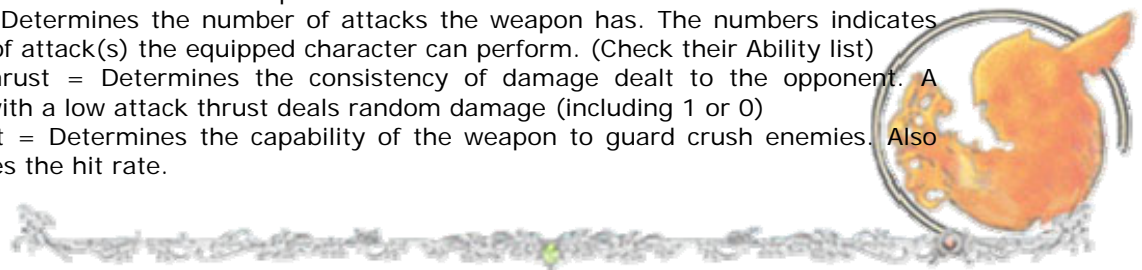
Skills can also be used to allow all characters learn additional skills.

#### About the Game – Items and Equipment

Equipments and weapons are essential to survive VP's hostile world. Learning equipment attributes will allow you to choose the best without wasting too much MP.



1. Attack = Attack value of the weapon
2. 1\_X/O = Determines the number of attacks the weapon has. The numbers indicates the type of attack(s) the equipped character can perform. (Check their Ability list)
3. Attack Thrust = Determines the consistency of damage dealt to the opponent. A weapon with a low attack thrust deals random damage (including 1 or 0)
4. Hit Thrust = Determines the capability of the weapon to guard crush enemies. Also determines the hit rate.





5a. <elemental> / Death = any enemies weak to the specified element will be killed instantly.

5b. <elemental> / DMG+X% = deals additional damage to enemies weak to the weapon's element



1. Reduce Damage = Defense Rating of the Armor/ Helm/ Greaves or Guard
2. Defend Thrust = Also considered as the block rate of equipment. Guards have high defend thrusts.
3. Special effects = <element>/ DMG-50% = Reduces damage dealt from the specific element.
- 4.

#### Breakable Weapons/ Items

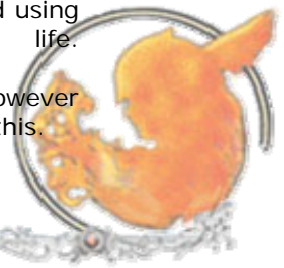


Some weapons have a chance of breaking. These weapons are usually powerful than the unbreakable ones. Once broken, they are lost forever to be careful when using them.

All 'Slayer' weapons are breakable. They deal massive damage to specific enemies. **USE THEM ONLY DURING BOSS BATTLES** and when the situation calls forth. (E.g Dragon Zombies, Dragon Warrior and Manticores blocking the way) They are very rare so avoid using them as normal weapons. These weapons will save your life.

Element and Ether scepters allow your mages to perform devastating great magics, however they have a high break rate. If you're having problems defeating a boss, you can equip this.

Items such as Angel Curio and other Charms break after being activated.



## Transmutation

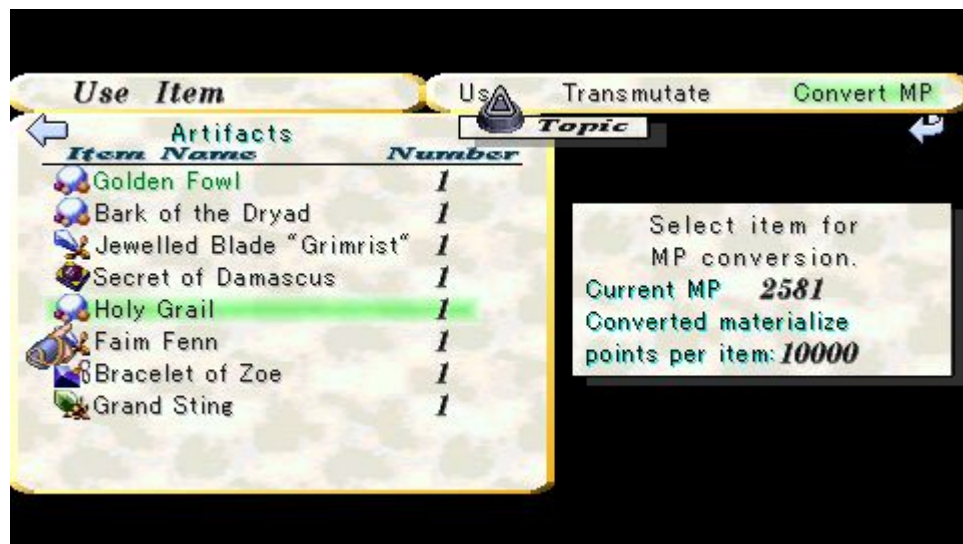
Transmuting is basically converting an item to another one. Spellbooks can be transmuted to another spell. (example: Fire Storm = Fire Lance, Heal = Normalize). These can be done with Skill Books as well. Valkyrie starts with Transmutation Level 1. As it levels up, better items can be transmuted. Her transmutation level can be raised up to LV3 – max.

Transmutation levels only increase when equipping either a Creation Gem or Creation Jewel.



**TIP:** Transmute **Golden Eggs** or the **Holy Grail (!)** to a **Bracelet of Zoe**. Note that equipping two BoZ's will not increase the HP by 600 after leveling up.

## Converting to MP



When short in MP and you still need to buy something important, you can convert some items in your inventory to MP. Note that artifacts have the highest converted cost.



## Walkthrough

### Chapter 0 - Artollan Mountain Ruins



1. Eye of Heaven
  2. Iron-Barred Key
  3. Vegetable Seed, Book of Everlasting Life
  4. Vegetable Seed
  5. Angel Curio, Savory, Quartz Gem, Nightshade
  6. Element Scepter
  7. Foxglove, Fire Lance
  8. Treasure Search\*, Angel Curio
  9. Lapis Lazuli
- P** = Pillar  
**B** = Boss

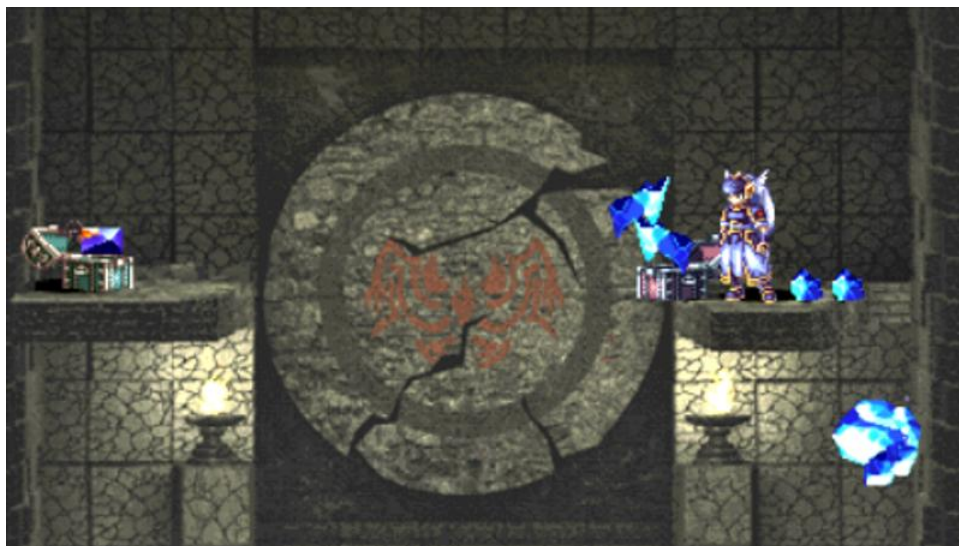
This dungeon is pretty much your starting point. The dungeon is straight forward. Freya will be with you in the duration of this dungeon. Attack the pillar to obtain 500 even experience.



The item of interest here is the Treasure Search. By normal means you won't be able to reach the other side easily. You just need to position the chest here and put some crystals in it to extend your footholds. Remember that the chest has an explosive trap.







Just continue along the path and save before the boss battle. Freya will not join you in this battle; instead, she will lend you the Reiter Pallasch sword. This sword will enable Valkyrie to attack three times. It is just enough for you to complete a combo.



**BOSS:** Elder Vampire                      HP: 4800  
                  Dragon Servant x2        HP: 500/ each

Exp: 1000

**Strategy:** At the start of the battle, all of your party members will have one CT each, which means you won't be able to perform any special attacks for the first turn. Also, the Dragon Servants in the front can guard combos, so break their guards by attacking all at the same time or wait for Jelanda's magic attack to hit before performing a combo.

Since Valkyrie can attack thrice, time your attacks so that it will all hit and you reach 100% in your combo gauge. Don't use it on the Dragon Servants though. Save it for the Elder Vampire. Once you defeated all the Dragon Servants, take your chance to pour all your special attacks to the main enemy. This guy should be down in no time.

#### Artifacts:

Jeweled Blade "Grimrist" = 100 Event Exp  
 Sealed Box                      = 100 Event Exp

Obtain 3000 exp after opening all artifacts.



After the battle, make your way to the exit. Freya will leave the party, and she will leave you with a fairy where you can ask your questions. When ready, exit the dungeon to start the real chapters.

## Chapter 1

**NOTE:** You can visit dungeons or recruit characters in any order you like. Spiritual Concentration consumes 2 periods, but REMEMBER that when you do a SC and Valkyrie didn't detect any new dungeons or Characters, no periods will be deducted. So, it is alright to do all the spiritual concentrations as you start the chapter. (As long as you can remember the places)

Also if you're after Ending A (Best Ending) **do not visit Weeping Lily Meadow and Gerabellum yet.** Keep that in mind.

If you ever acquire **"Broken"** items (e.g. Broken Blade, Armor, Sword) **Do not transmute or sell them.** Save them for later. You will thank yourself later on by doing so.

**Periods:** 24  
**Dungeons:** 2  
**Characters:** 2

### TASKS:

1. Spiritual Concentration – Locate Solde Catacombs (-2)
2. Spiritual Concentration – Locate Cave of Oblivion (-2)
3. Spiritual Concentration – Locate Belenus/ Lassen (-2)
4. Spiritual Concentration – Locate Llewelyn/ Crell Monferigne (-2)

**Consumed:** 8/24

### Towns/ Characters:

1. Visit Artolia, obtain **Dragon Slayer** inside Arngrim's house. (-1)
2. Visit Lassen, recruit Belenus (-1)
3. Enter Lassen again once more, and go inside Belenu's house. Receive **Pressed Flower**. (-1)
4. Visit Crell Monfereigne. Recruit Llewelyn. (-1)
5. Enter Crell Monfereigne again, head straight to the right to reach the Forest. Obtain **Goddess Pendant**. (-1)

**Consumed:** 13/24

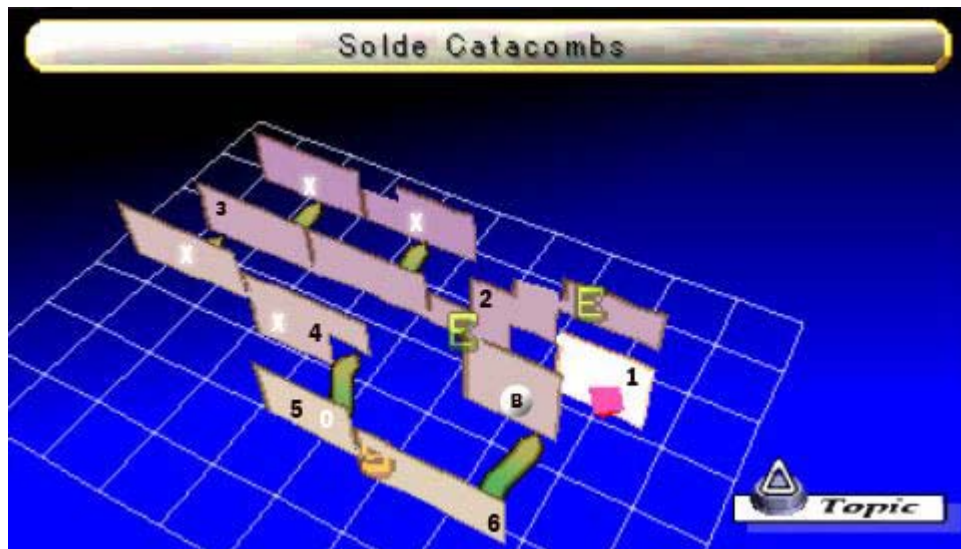
### Dungeons:

1. Enter Solde Catacombs. (-2)
2. Enter Cave of Oblivion \*\* (-2)

\*\*Enemies in the Cave of Oblivion in Hard Mode are extremely powerful for your current level at this moment. Just ignore this for the meantime and just come back for it later.



## CH1: SOLDE CATACOMBS



1. Attack Power
2. Short Bow
3. Avoid
4. Fire Lance
5. Broad Sword, Eye of Heaven
6. Element Scepter

O = Main Statue to open last room.

X = Stone Slab and Demon Statue

B = Boss



The only and simple puzzle in the game you need to solve is all about destroying statues and moving stone slabs. Marked in the map above are the locations of stone slabs and statues. You will find them in pairs. Just destroy the statue and move the slabs to the statues' position. You will gain 1000 event experience for each.

Finally, when you reach the last Statue, destroy it to open the path to the last room in this dungeon. You will gain 10000 event experience. Grab the items on those ledges as well.





Clear the enemies in the area, grab the Element Scepter and save. Equip Valkyrie with a bow, or the shortbow you have acquired earlier. If you have trained Llewelyn, this could make the battle a lot easier. If not, it is just fine as well.

#### BOSS:

Drow Shaman	Ramaphiticus
HP: 1000/ each	HP: 4000
Weakness: None	Weakness: None
Exp: 350	Exp: 2660

**Strategy:** (\*I accidentally deleted the screenshot for the bosses!) There will be two Drow Shamans in the rear and a tough Ramaphiticus guarding the front. These Shamans can annoyingly eat up your DMEs with those long range, damaging magic attacks.

With Valkyrie equipped with a bow and another archer in the party, you can get rid of the Drow Shamans in the rear. Just concentrate your attacks on them, including Jelanda's magic. Once the Drow Shamans are gone, then the ape is dead meat.

#### Artifacts:

Emerald Necklace*	= 600 exp
Secret of Damascus	= 600 exp
Crown of Felmar	= 600 exp

Obtain 10000 exp after opening all artifacts.

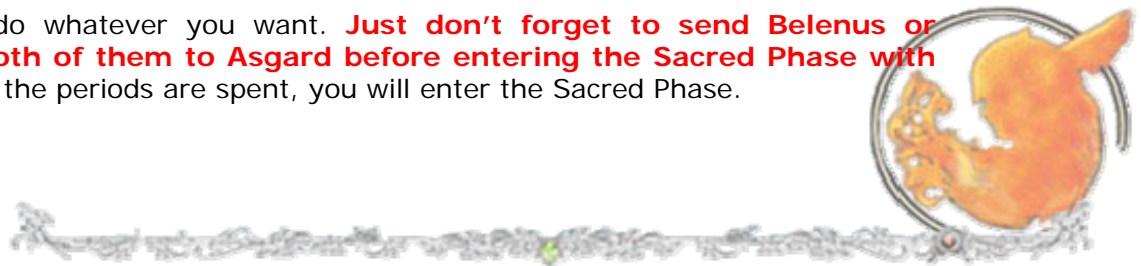
- You MUST take this artifact.

**NOTE:** You decide which artifacts you want to keep or not. I will just suggest the artifacts worth keeping.



Before you exit, grab the chests in those pillars. They contain Magic Pow and Frigid Damsel, respectively. Exit the dungeon by climbing the ladder to the left.

Now you can do whatever you want. **Just don't forget to send Belenus or Llewelyn or both of them to Asgard before entering the Sacred Phase with Freya.** Once all the periods are spent, you will enter the Sacred Phase.



## Sacred Phase 1-2

Sacred phases vary on how well you did during the last chapter. I will just mention the requirements as Freya requested.

**Hero Value: 50 / Warrior**

**Skills: Tactics, Leadership, Identify**

## Chapter 2

**Periods:** 28

**Dungeons:** 3

**Characters:** 3

### TASKS:

1. Spiritual Concentration – Locate Lawfer/ Artolia (-2)
2. Spiritual Concentration – Locate Nethov Swamp (-2)
3. Spiritual Concentration – Locate Jun/ Hai-Lan (-2)
4. Spiritual Concentration – Locate Salerno Academy (-2)
5. Spiritual Concentration – Locate Nanami/ Hai-Lan (-2)
6. Spiritual Concentration – Locate Cave of Oblivion (-2)

**Consumed:** 12/28

### Towns/ Characters:

1. Visit Artolia, recruit Lawfer (-1)
2. Visit Hai-Lan, recruit Jun (-1)
3. Visit Hai-Lan, recruit Nanami (-1)
4. Visit Hai-Lan after recruiting Nanami, go to the temple to obtain **Dragonbane\***  
– (1)

**Consumed:** 16/28

### Dungeons:

1. Enter Nethov Swamp (-2)
2. Enter Salerno Academy (-2)
3. Enter Cave of Oblivion (-2)\*\*

**Consumed:** 20/28

\* Dragonbane is a great wand for mages until you get the Unicorn Horn later.

\*\*Optional




## CH2: SALERNO ACADEMY



1. Slanting Rain
2. Eye of Heaven
3. Icicle Edge
4. Element Scepter
5. Flame Jewel (!!!)

J = Research Journal  
A = Acid Capsule  
C = Female Corpse  
B = Blue Vine  
Y = Yellow Vine  
R = Red Vine

 = Boss

This is one of the dungeons exclusive only in Hard Mode. The puzzle here is intermediate and there are a few items only. Refer to the map above for the directions.

From the entrance, save if you want on the next screen. Make your way to the room with the red fragrance as shown in the map. Remember that you need to dip yourself in the smudge to obtain the odor.



After that, make your way to the Red Vine as shown in the map. Make sure you grab an acid capsule along the way first. With the red fragrance on you, approach the red





vine. It will die as soon as you get near it. Now use the acid you have with you. Just press X where the vine once was. You will get 11000 event experience.



Enter the room to the left. The room itself is filled with a cloud of yellow fragrance. Defeat the enemies here if you want. Exit the room, then take the path up. Kill the Yellow Vine. Examine the female human corpse to get the Blue perfume.



Make your way to the Blue Vine (make sure you grab a vial of acid). Kill it and use the acid. Now return to the Yellow Fragrance room, and make sure you have the yellow fragrance on you. Backtrack past the blue vine and past the Yellow vine. Make sure you grab the items along the way.

Enter the room to the right, past the yellow vine. **DO NOT TAKE THE PATH DOWN.** It will just lead you back to the path before the blue vine and you will need to do the whole puzzle again. Defeat the enemies inside to get an Element Scepter.

**TIP:** During the vine killing process, try not to stray away too much and enter different rooms/screens other than the paths in between the vines. For some reason, some of them will grow back even if you used acid on them already. (Especially the red vine)



Make sure you grab the Flame Jewel (!! ) in the red fragrance room. Dip into the smudge to get the red fragrance again. Continue to the left. Don't attempt to run past the fountain as it will wash the fragrance off. Instead, climb the vine along the way.



Fight your way on the roof, to reach the other end of the path. Climb down the vine or just jump down. Save and prepare for a bossfight.



**BOSS:** Harpy HP: 12000  
Weakness: Fire/ Poison  
Exp: 7000

**Strategy:** At the start of the battle, Harpy will cast Reflect Sorcery to itself. This will reflect all magic attacks to the caster. It will only stay up for 3 turns so you can just have your mage provide support or heal. Harpy has also have high AVD rate which will enable her to evade most of the attacks thrown at her. Equipping Valkyrie with a bow will make this battle easier.

#### Artifacts:

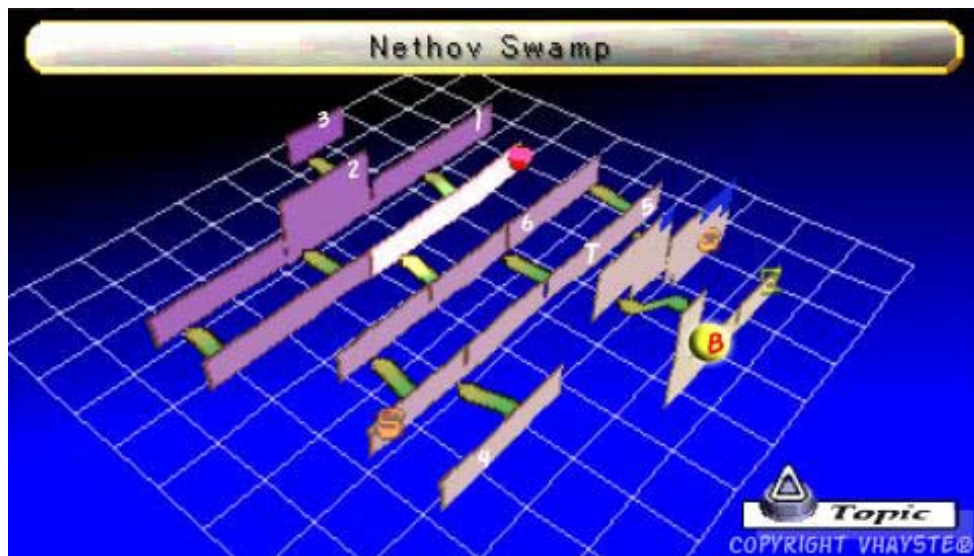
Holy Grail\* = 1100 event exp  
Faim Fenn = 1100 event exp  
Tiara of the Holy Empress = 1100 event exp

Obtain 30000 exp after opening all artifacts.





## CH2: NETHOV SWAMP



1. Shadow Servant
2. Shadow Servant (Green chest, hidden in the far right)
3. Holy Crystal
4. Flare Baselard, Cure Condition, Quartz Gem, Demon Slayer
5. Charge
6. Holy Crystal, Wait Reaction, Eye of Heaven, Element Scepter

T = Rotten Tree

Just collect the treasures and attack the rotten tree to create a bridge in the mud. You will obtain 5000 event exp by doing so. The items in number four are all hidden in the mud. If you have the Treasure Search earlier, it is impossible to miss any hidden chests.



The items in number 6 are also in a hidden area. After crossing the swamp, head up. Go to the left. (Beware of two enemies, one will walk outside, one is hidden from view) Collect the items on the other side.







Just save before the bossfight. Make sure you equip Valkyrie or any of your warriors with a Dragon Slayer.

**BOSS:**

Dragon Zombie                      HP: 13400  
Weakness: Fire, Lightning, Holy  
Exp: 4200

**Strategy:** (\*I accidentally deleted the screenshot for the boss!) This boss is a giveaway battle if you have the Dragon Slayer. Just hit it with magic first to open its guard and give it a slash or two from the blade. Battle finished.

It is possible to defeat it without using the Dragon Slayer. Magic attacks are most effective, but hey, that weapon is created for this purpose. Why not use it, eh?

**Artifacts:**

Bark of the Dryad\*    = 1100 exp  
Inscribed Fragment   = 1100 exp

Obtain 20000 exp after opening all artifacts.

\* You must take this artifact.

Now you still have a good number of periods left. Do whatever you want; revisiting dungeons to earn extra exp and train the Einjerhars you will send. Just make sure you have them equipped with just normal equipments. Their starting equipment is just fine. Just make sure you leveled up their required skills before sending them. Once ready, just spend all the periods to initiate the Sacred Phase.

**Sacred Phase 2-3**  
  
**Hero Value: 65 / Archer**  
**Skills: Find Trap Survival**



## Chapter 3

**Periods:** 28

**Dungeons:** 3

**Characters:** 2

### TASKS:

1. Spiritual Concentration – Locate Kashed/ Camille Village (-2)
2. Spiritual Concentration – Locate Janus/ Crell Monfereigne (-2)
3. Spiritual Concentration – Locate Clockwork Mansion (-2)
4. Spiritual Concentration – Locate Cave of Oblivion (-2)

**Consumed:** 8/28

### Towns/ Characters:

1. Visit Camille Village, recruit Kashed (-1)
2. Visit Camille Village, after recruiting Kashed, obtain Vainslayer and entrance to the optional dungeon, Oddrock Caves (-1)
3. Visit Crell Monfereigne, recruit Janus (-1)
4. Visit Crell Monfereigne, after recruiting Janus. Obtain Raven Slayer from Janus' house (-1)

**Consumed:** 12/28

### Dungeons:

1. Enter Clockwork Mansion (-2)
2. Enter Brahms' Castle (-2)!!!
3. Enter Cave of Oblivion (-2)\*\*

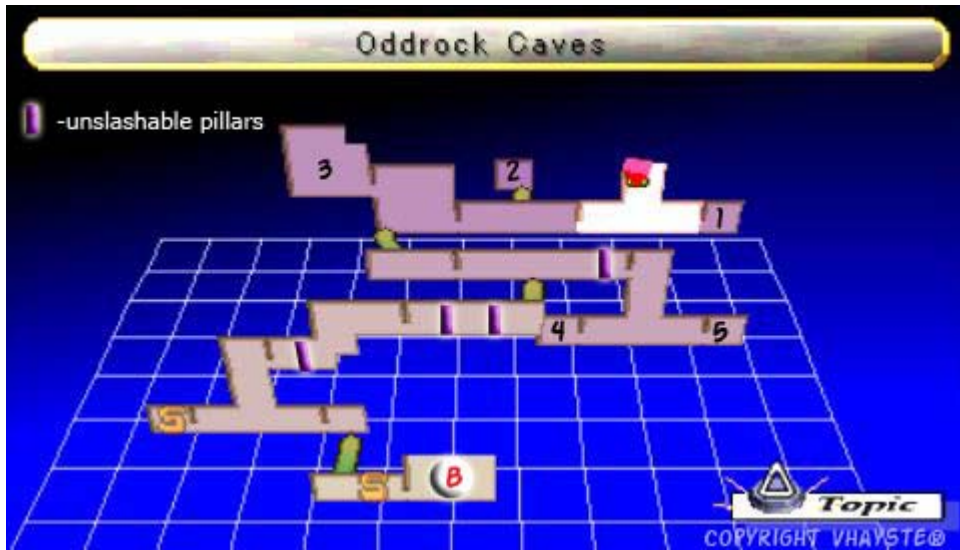
**Consumed:** 14/28

!!! – Brahms' castle will be available here. You can enter the castle and collect the treasures. If you are after Ending A, **AVOID ENCOUNTERING BRAHMS AT ALL COSTS** at this point of the game. Save it for later. The map I will provide later will list all the items in the castle and also, Brahms' location.

\*\* - Check if you can defeat the enemies here without difficulties. If you can, then clear all the caves of oblivions you left a while ago.



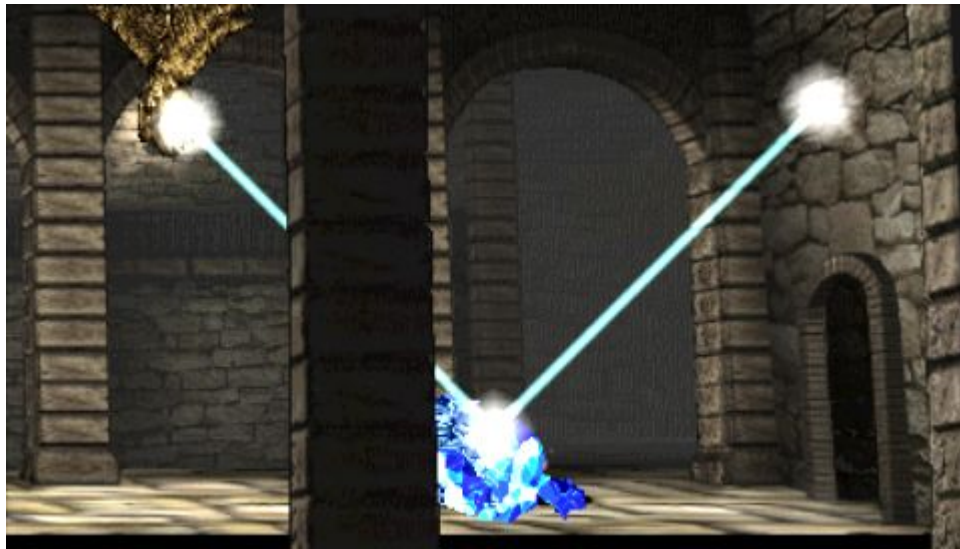
### CH3: ODDROCK CAVES



1. Bastard Sword (Guarded by Dragon Zombie)
2. Defend
3. Flare Baselard
4. Eye of Heaven, Sap Guard, Dragon Slayer (Guarded by Dragon Zombie)
5. Warhammer, Trick Step

This is a small dungeon but has you can take advantage of some additional items and experience. Collect the items in the first part of the dungeon as indicated in the map. (1-3) **Note that this dungeon can be found inside Camille Village, after getting Kashell.**

To get to items 5 and 6, you need to get past the unslashable pillar. Just create a crystal on the ground and with the right angle, the freeze beam from the whatever-it-is-attached-on-the-ceiling will bounce to the pillar, freezing it. Now slash it to obtain 6000 event experience.



Just be careful not to get too close or you'll be frozen, just like what I did here. XD  
Collect the items in the lower levels, backtrack here and enter the room to the front.





The next area is basically a bit tricky than the other one. This time you need to create three crystals in exact, reflecting positions. You can refer to the image below on how to do it. You will obtain 6000 event experience again.



There is still one more pillar you need to freeze. That is just an easy one so freeze it and defeat the Dragon Zombie blocking the path. You have two Dragon Slayers now but one is enough to slay this enemy with ease. The remaining paths are simply straightforward. Just find your way to savepoint before the boss. If you want to make this battle quick, equip a Demon Slayer (which you should already have, found in a chest in Nethov Swamp.)



**BOSS:**

Greater Demon                      HP: 22000  
Weakness: None  
Exp: 9100

**Strategy:** This boss is quite strong if you will fight it normally. Its attacks are deadly and can chip away your character's DME by large chunks. It is weak against magic attacks but it has high AVD vs ordinary attacks. It is always recommended to equip your mages with the '**Wait Reaction**' skill to help you break the guard of the enemies.

Anyways, one slash from the Demon Slayer is enough to get rid of this demon once and for all.



#### Artifacts:

Golden Fowl\* = 1600 exp

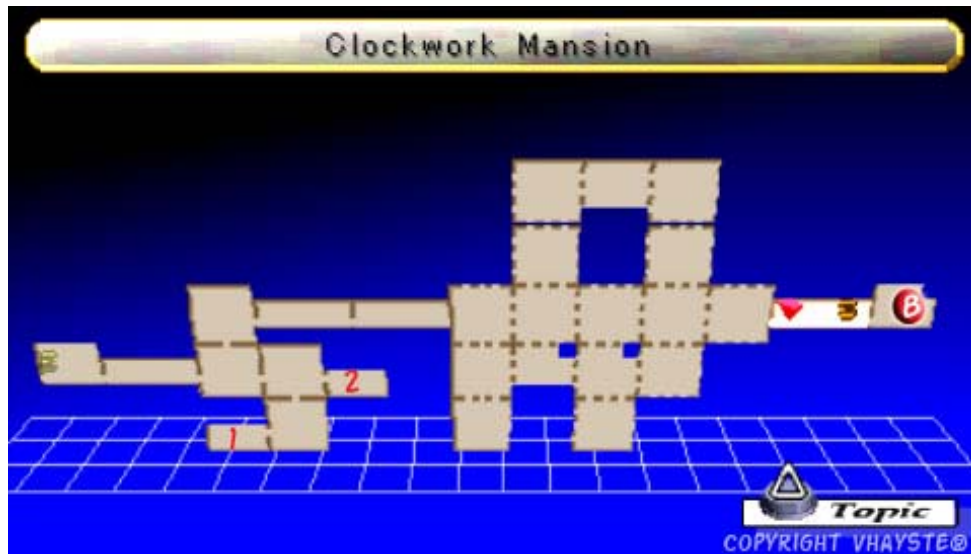
Grand Sting\*\* = 1600 exp

Obtain 30000 exp after opening all artifacts.

\* You must take this artifact.

\*\* The Grand Sting is one of the legendary Great Swords. Not that it has that much impact in the story but if you want to collect it and still have a high evaluation, keep this artifact. It is also a powerful weapon for either Arnggrim or Kashell early on.

### CH3: CLOCKWORK MANSION



1. Guts, Adept Illusion
2. Eye of Heaven

As you can see, this is a very small and straightforward dungeon. It is the most difficult and annoying puzzle in the game. The incomplete part of the map in the center is the rotating rooms. Without the proper directions, you won't be able to finish this dungeon. Fortunately, you won't need to undergo the frustration I had. Proceed to the starting point of the rotating room and receive a scroll, which is technically the guide of the rotating room.

Follow this direction:

**NOTE:** You need to follow the directions without any detours. Making a mistake will completely lose your track (e.g. if you fell to the wrong hole) and you need to start from the beginning. In that case, you need to wait for a floating mask and jump towards it. It will warp you back to the starting point.

**Down-Right-Right-Right-Up-Left-Left-Up-Up-Right-Right-Down-Down-Right**



After solving the puzzle, you'll get 20000 event experience. Just run towards the save point and save. Again, to make this battle easier, equip a **Beast Slayer**. If you plan to fight it normally or you don't have the Beast Slayer (which can be found inside Brahm's Castle) then make sure you get at least two of your characters with **Freeze Checks** and level up their Cure Condition skill to at least level 4. You will learn why later.



#### **BOSS:**

Chimera            HP: 20000  
Weakness: None  
Exp: 12600

**Strategy:** This boss is quite strong if you will fight it normally. It will have the first strike in battle and its very first attack is the Three Deck attack as shown above. This attack deals damage, inflicts poison and freezes characters. Having 1-2 party members frozen is a big deal, especially in the middle of a boss fight.

Those characters equipped with Freeze Checks or better yet Poison Checks are the best ones to have high Cure Condition levels. This boss is not particularly hard; its defense is quite low compared to other bosses. As long as you survive its initial Three Deck attack with all your characters intact, you can dispose this boss with just linked Special Attacks. This boss drops a Bracelet of Zoe as well.

Anyways, one slash from the Beast Slayer is enough to defeat this enemy.

#### **Artifacts:**

Mirage Robe        = 1600 exp  
Mirror of Pleiades = 1600 exp

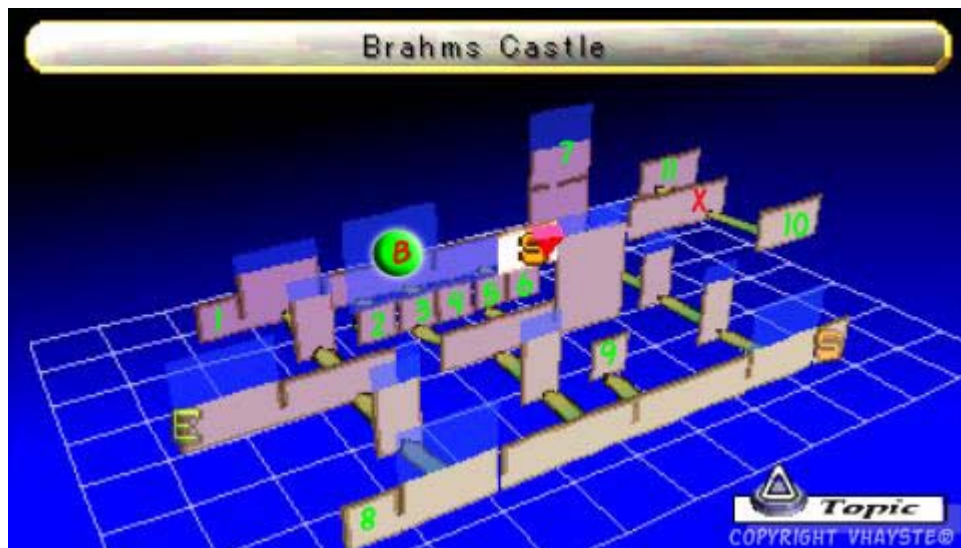
Obtain 50000 exp after opening all artifacts.

I suggest keeping both of them. The Mirage Robe is a great armor for mages until the later chapters while the Mirror of Pleiades is invaluable in providing 50% chance of reflecting enemy magic back to the caster.





### CH3: BRAHMS' CASTLE



1. Unicorn's Horn (!! , Hidden), Moonflax
2. Normalize
3. Vegetable Seed
4. Burgundy Flask
5. Throw
6. Beast Slayer (!!)
7. Combo Counter, Nightshade
8. Flare Baselard
9. Heal
10. Savory, Stone Torch (hidden)
11. Warhammer, Lapis Lazuli, Mithril Ore

X – Possessed Dragon Warrior  
B - Brahms

Once you enter the castle, the 4-minute timer will start. Just continue along the path and collect all the items and defeat all enemies along the way. Remember that opening the map, menu or engaging in a battle will freeze the time.

The items of interest here are the Unicorn's Horn (#1) and the Beast Slayer (#6). It is possible to navigate the whole area within the given time. If the time runs out, the castle will 'vanish' and you will find yourself in the world map again. You can always come back to the castle.



The possessed Dragon Warrior in the upper floor is quite powerful and can take down your characters with one hit. Using a Dragon Slayer against it will be very effective. Defeat it to gain a good amount of exp, much like from a mini-boss like it.

Once you reach the save point and you still have time, wait until the time runs out. *Or, if you want to see what happens next, save in the save point and go to Brahms' throne. DO NOT SAVE AFTER THIS.* If you still want to see the good ending. Wait until time runs out and you will find yourself in the world map. At this point you can do whatever you want, clear some unfinished Cave of Oblivion and other stuff. Remember to send your qualified heroes (check skills, hero value and equipment) before going through the Sacred Phase. Once ready, proceed to meet with Freya.



#### Sacred Phase 3-4

Hero Value: 80 / Negotiator

Skills: Trick

Demon Int

Hear Noise



## Chapter 4

**NOTE:** This is the most crucial chapter if you want to set things for the good ending. (Ending A) If you haven't done anything major that will lower Valkyrie's seal value (visit Gerabellum, Weeping Lily Meadows or Meet Brahms) then you are safe. If not, try as much as possible to get Valkyrie's seal value down to 38 before the Sacred Phase 6-7. During this chapter, you need to take off Valkyrie's Nibelungen Ring. You can replace it much some bangles or something.

**Periods:** 28  
**Dungeons:** 5 (3 are optional)  
**Characters:** 3

### TASKS:

1. Spiritual Concentration – Locate Aelia/ Villnore (-2)
2. Spiritual Concentration – Dark Tower of Xervah (-2)
3. Spiritual Concentration – Locate Yumei/ Hai-Lan (-2)
4. Spiritual Concentration – Locate Cave of Thackus (-2)
5. Spiritual Concentration – Locate Cave of Oblivion (-2)
6. Spiritual Concentration – Locate Lorenta/ Flenceburg (-2)

**Consumed:** 12/28

### Towns/ Characters: \*

1. Visit Hai-Lan, recruit Yumei (-1)
2. Visit Hai-Lan, after recruiting Yumei, obtain Fragment of Lapis Gem (-1)
3. Visit Villnore, recruit Aelia (-1)
4. Visit Gerabellum to trigger an event. (-15 Seal value, -1 Period)
5. Visit Weeping Lily Meadow (-15 Seal value, -1 Period)
6. Visit Brahms in his castle (-10 Seal value, -2 Periods)
7. Visit Flenceburg, recruit Lorenta, defeat Lezard in his tower. (-15 Seal value, -1 Period)\*\*

**Consumed:** 20/28

\*To help you manage Valkyrie's Seal value, *train the characters you want to send by visiting any of the dungeons (Cave of Thackus and Dark Tower of Xervah) and send them BEFORE doing any of the major events.* Each character you'll send will raise Valkyrie's Seal Value. (+12) Remember that our main objective to get a good ending is to lower her seal value to the lowest point possible.

\*\* It is recommended to save Lezard's Tower for last. The enemies there are fairly powerful and the area itself is quite large. You will be in trouble when you are under leveled. You can leave the area but remember that the event to battle Lizard will not trigger if you do other major events such as clearing another dungeon or doing any events for the good ending.

### Dungeons:

1. Enter Cave of Thackus (-2)
2. Enter Dark Tower of Xervah (-2)
3. Enter Tower of Lezard (immediately accessed after getting Lorenta)

**Consumed:** 24/28





## CH4: CAVE OF THACKUS



1. Eye of Heaven
2. Strike Edge
3. Flare Baselard

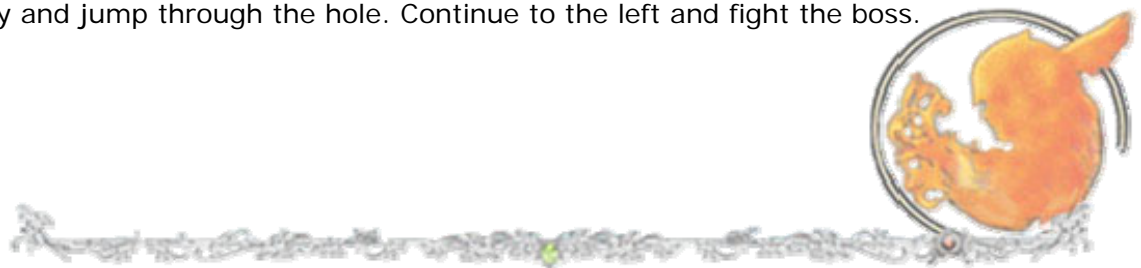
X = Sorceror spirit

This dungeon is pretty small and has too little to offer. But hey, why not clear it? At the early part of the dungeon, there will be a Dragon Zombie. Well, you know what to do. The location of the Flare Baselard is not that obvious. It is already shown in this map so make use of it. Just an FYI, most of the enemies here are weak to fire.

It is very to miss this; once you spot the Flenceburg Sorceror's spirit, *talk to it twice* to obtain the sluice key. Make your way to the floating sphere first, behind the waterfall. Shoot a crystal on it to activate it.



After activating the sphere, go to the switch and activate it. The water will drain. Defeat the harpy and jump through the hole. Continue to the left and fight the boss.





#### BOSS:

Kraken	HP: 24000	Crab Giant (x3)	HP: 1000/each
Weakness:	Fire	Weakness:	Fire
Exp:	16800	Exp:	420

**Strategy:** Fire storm or Fire Lance is great for this battle. To start off, if your mage has the Firestorm spell, even if it's not equipped, press SELECT to open the battle menu then Magic. Use Firestorm to all the targets. This will surely eliminate all the Crab Giants.

Concentrate on the Kraken. It does have some damaging attacks, including the Tentacle Whip. Just link your special attacks and this boss will end up in a barbecue stick.

#### Artifacts:

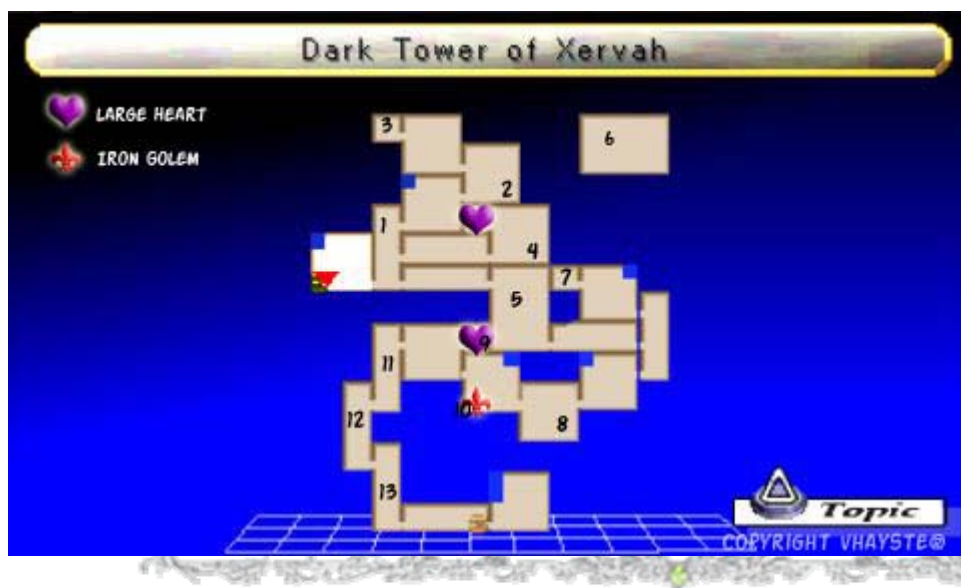
Bracelet of Zoe*	= 2100 exp
Coin of Fortune	= 2100 exp

Obtain 60000 exp after opening all artifacts.

\* At this point, the bracelet may mean little to you. It's up to you whether you will take this or not.

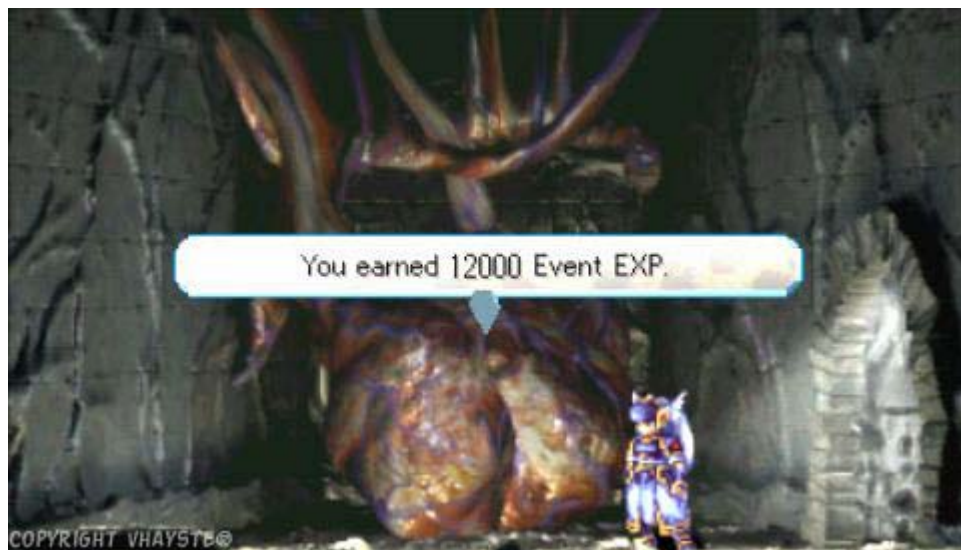
On your way out, talk to the sorcerer again to obtain 500 exp points.

#### CH4: DARK TOWER OF ZERVAH



1. Eye of Heaven
2. Poison Blow
3. Bastard Sword, Auto-Item, Warhammer
4. Hit
5. Mandrake, Quartz Gem
6. Flame Jewel (!!!), Mage Slayer (!!)
7. Fire Baselard, Holy Relic
8. Savory
9. Invisibility Potion
10. Lightning Bolt (Guarded by Iron Golem)
11. Noise Arrow
12. Invisibility Potion, Poison Blow
13. Vegetable Seed, Lapis Lazuli

To start off, from the entrance, grab the Eye of Heaven in the top ledge on the second room. The top door leads to items #2 and #3. The second door leads to the giant heart that you need to attack in order to continue forth. Obtain 12000 Event Exp by doing so.



Grab item #4 along the way. After that, you can take the bottom path. Continue right to the next room. Grab the items in the ledges. The fire elementals are weak to ice so Icicle Edge is the most effective way to defeat them in groups. In the next room, you will find an opening on the floor that looks like a mouth. Jump on it intentionally, and you will be taken the separate room indicated in the map.





Guess what, this is where the most important items in this dungeon are located. If you have the treasure search, it is impossible to miss these items. If you don't have one, then search behind the large intestine-like thingy. The two chests containing the **Flame Jewel** and the **Mage Slayer** should be there. To exit, just stand over the middle, gray let's just call it, an intestine. You will be back in the same room you started.

Move to the right, past the closing tooth-like barrier. To get past easily, just jump on it and keep on holding the button forward. You will be damaged, yes, but it is the fastest way than just timing your jump. From here on, it should be straightforward and probably, the most challenging part of the dungeon apart from the boss battle.



Grab the items in #7 as shown in the map. Now continue to the room with item #8, avoiding those 'mouths' in the floors and stairs. In that room, you need to jump over those organic pillars. **Remember that you need to step on them only once as you jump!** Any split second delay will send you falling down those mouths. You will be taken again to the room where the Flame Jewel and Mage Slayer are found. To avoid backtracking a distance, jump to the rightmost 'intestine'. You'll exit 2 screens from that room. This may several tries if you're bad at timing your jumps (like me, heh) If you managed to get past, proceed to the next room.



Find the **Iron Golem mini-boss** guarding a lesser valued Lightning Bolt. This is a good way to vent the frustration you had earlier. This boss is not that hard but does contain a good amount of exp so this is worth the trouble.

Make your way to the second giant heart. Attack it to keep the blood flowing again to those veins. Obtain 12000 event exp. Continue forth, defeating enemies along the way and grabbing those items. Save, heal and make sure everybody is in good shape. When ready, go to the next room and enter a boss fight.



#### BOSS:

Hel Servant (x2)                      HP: 22000/ each  
Weakness: None  
Exp: 14000/ each

**Strategy:** This pair is already hard as they are. **The only way to defeat them is to kill them both at the same time.** If you did not, one will revive the other with FULL HP. You wouldn't want that to happen since 1) they have pretty high endurance and damage resistance; 2) their attacks are really damaging; 3) you wouldn't like your ass to be kicked by some floating eyeballs with overgrown worms (yeah, I know they're snakes)

Alright, concentrate on one of them first. Watch out when you're performing your special attacks. Do not overdo it. The lower their HP gets, the better. Do this on both of them. Now once you've damaged them both and you think you can defeat all at the same time, **don't perform combination attacks.** If you have some attack crystals (Holy Gem, Shadow Gem, etc) have all your warriors use them while your mage casts a magic targeting all units. Hopefully, if you estimated it right, the two of them should go down.

It doesn't matter whether one of them dies first. **What matters is that you kill them both before they get their turn.**

#### Artifacts:

Manual of Resurrection (!!!) – 2100 exp  
Holy Sword "Seraphy"                      - 2100 exp  
Spear "Basilisk"                              - 2100 exp

Obtain 60000 exp after opening all artifacts.

All of those artifacts are worth keeping, except for the spear, unless you are using Aelia in your party. The Manual of Resurrection will be a very good treasure to have. For now it is worthless... but wait until later.

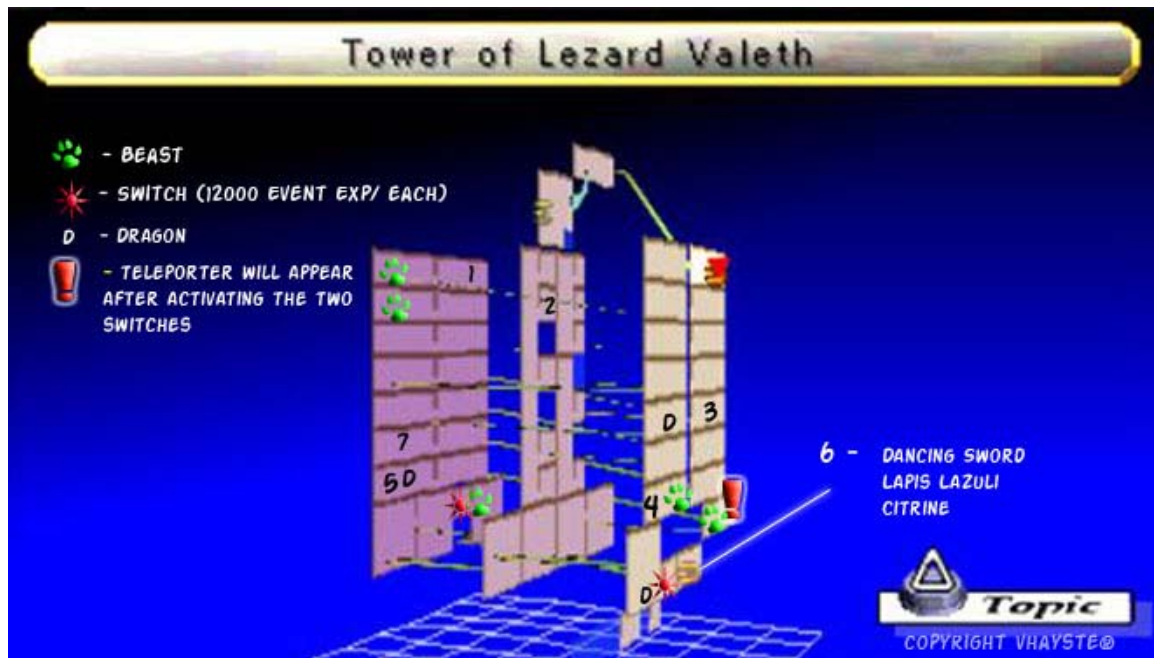
For seasoned VP players, they should know what I am talking about. ;)





After clearing these dungeons, you can send anybody you want. After sending them, then do the major events to lower Valkyrie's seal value. Without any resting periods, you should still have 4-5 periods remaining to visit Flenceburg, get Lorenta and meet Lezard in his Tower.

#### CH4: TOWER OF LEZARD VALETH



1. Book of Everlasting Life (!)
2. Warhammer, Eye of Heaven
3. Splash
4. Nightshade, Frigid Damsel
5. Teachings of Asa
6. Dancing Sword, Lapis Lazuli, Citrine
7. Creation Gem, (!!!) Timer Ring (!), Ether Scepter

Lezard's Tower is a small maze itself. Remember that the paths don't go in circles. I won't bother writing down all the directions because I already illustrated all points of interest.

Your main objective is to reach the bottom floor and to activate the two switches. You will obtain 12000 event exp for each. Unfortunately, the paths for those switches are littered with tough and annoying enemies. Have some Tome of Alchemy ready (Transmuted Element Scepter) when the going gets tough.





The floor containing items #7 won't be accessible until you fired up those switches. Once you reach the beginning of the lower floors (red exclamation point, guarded by a beast), take note of its position. After firing up those switches, make your way to that room. Avoid all enemies for the meantime. There should be a teleporter waiting for you.



Enter the teleporter and follow the path until you reach a dead end with three, green chests. They are rigged with freeze traps so stay down when you open them. You will obtain the much awaited **Creation Gem**. Now, the magic starts. :D



1. Equip the Creation Gem. This will increase Valkyrie's transmutation level to 2.
2. Transmute **Manual of Resurrection** to get an **Orihalcon**
3. Transmute **Orihalcon** to get the **Creation Jewel**.
4. Equip the Creation Jewel and start transmuting really powerful weapons and equipment. You can even get high level recovery items from ordinary items. Check out the partial list below.

Vegetable Seed	- Noble Elixir
Savory	- Noble Banish
Mithril Ore	- Ring of Learning





### Bark of the Dryad - Dimension Slip \*\*

\*\* This equipment will enable Valkyrie to pass through enemies safely without engaging into a battle.



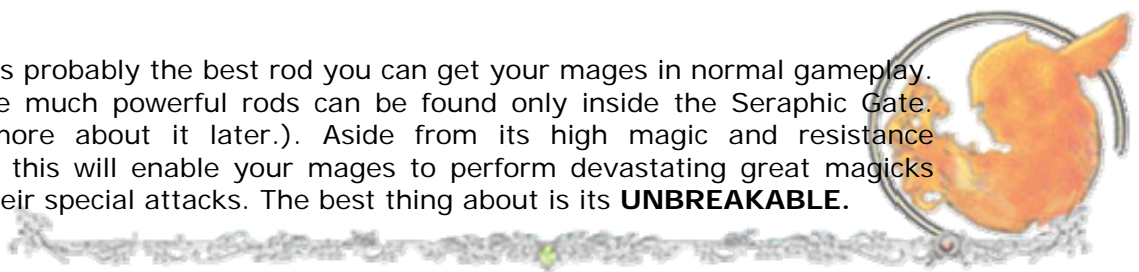
Book of Everlasting Life, Holy Relic – Icicle Sword\*

- Broken Armor - Glare Sword\*\*
- Unicorn Horn - Unicorn's Horn\*\*\*
- Broken Sword - Glare Guard\*\*\*\*
- Broken Spear - Crimson Edge
- Broken Bow - Elven Bow

\*As you noticed, these weapons have high attack power. Icicle Sword can even freeze enemies and cause instant death to enemies weak to ice. Although its attack thrust is only 1, it is not that noticeable.

\*\*Like the Icicle Sword, the Glare Sword has similar effects. It can turn enemies to stone (Much better) and cause instant death to enemies weak to stone.

\*\*\*This is probably the best rod you can get your mages in normal gameplay. Of course much powerful rods can be found only inside the Seraphic Gate. (Learn more about it later.). Aside from its high magic and resistance bonuses, this will enable your mages to perform devastating great magicks during their special attacks. The best thing about is its **UNBREAKABLE**.

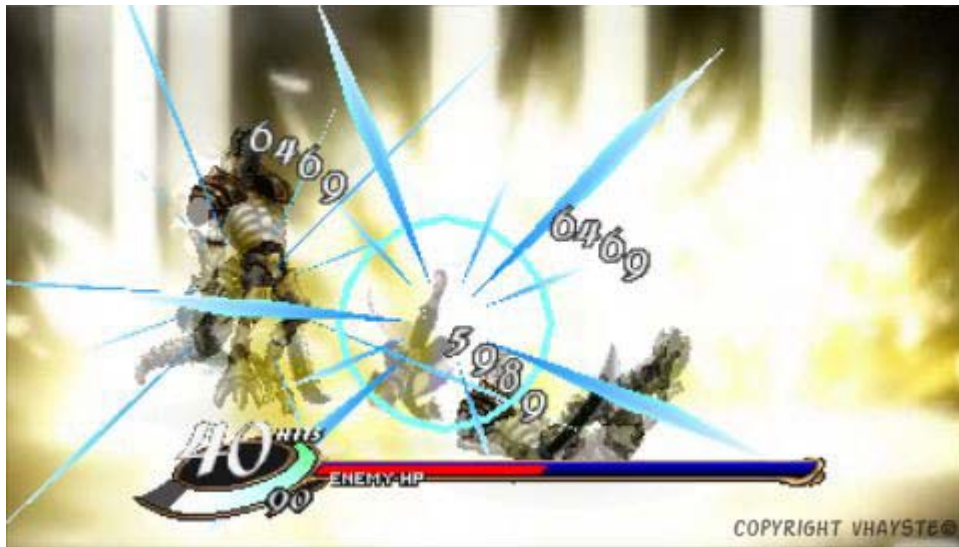


\*\*\*\*Although its Defense thrust is low compared to the guards you can get at this point of the game, this is very effective equipment that can stone attackers that are successfully blocked.

After getting these goodies, it is payback time. If you want, you can defeat all those enemies you kept of avoiding a while ago. OR just slip past them by equipping the Dimension Slip.

In any case, make your way to the teleporter. Grab the chests there and teleport. Before heading left, grab the chests containing Normalize and Base Metal on the other side of the teleporter. Go left to initiate the next events.

After talking a bit, you will be thrown into a battle against Lezard.



**BOSS:**

Lezard Valeth	HP: 10000	Dragon-Tooth Warrior (x2)	HP: 14000/ each
Weakness: None		Weakness: None	
Exp: 28000		Exp: 1750/ each	

**Strategy:** If you managed to have all the great equipments mentioned a while ago, then battle is a breeze. (As shown above) If not then prepare for a tough battle.

When one of the Dragon-Tooth Warriors dies, its allies became 'possessed' – this increases their stats. Not to mention that Lezard can resurrect those Dragon-Tooths as well. It will seem like a mini-slugfest until you defeat them all.

**Artifacts:**

None

If you have done things correctly to get Ending A, your Seal Value should be around 41-45. It is safe now, considering that you sent the required Einherjar before doing any major events, including this meeting with Lezard. If you haven't done it yet, remove the Nibelungen Ring before entering the Sacred Phase.

**Sacred Phase 4-5**

**Hero Value: 90 / Warrior**

Skills: Nimble  
Can Swim  
March

Attack Pow  
Resist Damage  
Defend





## Chapter 5

**Periods:** 28

**Dungeons:** 3

**Characters:** 3

### TASKS:

1. Spiritual Concentration – Locate Mystina/ Flenceburg (-2)
2. Spiritual Concentration – Locate Lucian/ Gerabellum (-2)
3. Spiritual Concentration – Locate Grey/ Arkdain Ruins (-2)
4. Spiritual Concentration – Locate Arkdain Ruins (-2)
5. Spiritual Concentration – Locate Citadel of Flames (-2)
6. Spiritual Concentration – Locate Cave of Oblivion (-2)

**Consumed:** 12/28

### Towns/ Characters:

1. Visit Flenceburg, recruit Mystina (-1 period, -15 Seal Rating)
2. Visit Flenceburg, after recruiting Mystina, obtain Infinity Rod inside Mystina's Room (-1)
3. Visit Gerabellum, recruit Lucian (-1 period, -20 Seal Rating)\*\*
4. Visit Arkdain Ruins, recruit Grey (-2)\*\*\*

**Consumed:** 17/28

### Dungeons:

1. Enter Arkdain Ruins (-2)
2. Enter Citadel of Flames (-2)
3. Enter Cave of Oblivion (-2)

**Consumed:** 23/28

\*\*After getting Lucian, I suggest you train him by clearing a dungeon or two using him. You may send him to Valhalla for this chapter since he perfectly fits the requirements. **Remember that it is required to send Lucian to get the good ending!** At this point as well, your Seal Value should be dwindling at around 2-6. Since our target is to maintain 38 Seal Value below to trigger the events for Ending A, **it is now safe to send one hero up to Valhalla during chapters 5 and 6** (+24 Seal, +12 for each character sent). If you messed up earlier, you may skip sending someone for one chapter – but that will be costly, in terms of the supposedly good rewards you'll never get, low evaluation and low MP.

\*\*\*You can recruit Grey even if you haven't cleared the ruins yet.



## CH5: ARKDAIN RUINS



1. Raptor's Claw
2. Sap Power
3. Nightshade
4. Resist Magic, Eye of Heaven
5. Stun Check
6. Resist Damage, Ether Scepter, Lapis Lazuli
7. Quartz Gem, Sap Power, Savory
8. Vegetable Seed, Darkness Arrow, Estoc
9. Daemon Slayer (!!), Combo Jewel\*
10. Sap Guard, Beast Slayer (!!)
11. Mighty Check (after the bossfight, behind Lyseria's crystal)
12. Stun Magic
13. Ranseur
14. Ether Scepter, Sap Guard
15. Dark (can be transmuted to Reverie when Creation Jewel is equipped)

\*Hidden



This dungeon is pretty small. Most of the chests here are trapped with enemies. Fortunately, they are just there to annoy and delay you from the main goal. Well basically, that's to reach the boss.





There are no puzzles in the dungeon, but to get to the bosses, you need to have at least good dexterity when jumping to places. This part of the dungeon is a bit tricky; you may need to use all techniques you know and improvise. All items are already labeled in the map above so I won't be discussing all ways to get there.

The bossfight lies on the room to the right. Be sure to grab the items to the left first. Some of those hidden items are located way up; you may need to climb your way up using your crystals. When ready, save, prep and head to the right path. After a short conversation, you will face...



#### BOSS:

Reaver Lord (x3)      HP: 16000/ each  
Weakness: None  
Exp: 14000 exp

**Strategy:** Their attacks are damaging but they are not that hard to take down. Just use your characters' special attacks; Holy attacks such as Mystic Cross/ Celestial Star work best against these enemies.

**Artifacts:** Star Guard      - 2600 exp  
Holy Wand "Adventia" - 2600 exp  
Robe of Brytain      - 2600 exp



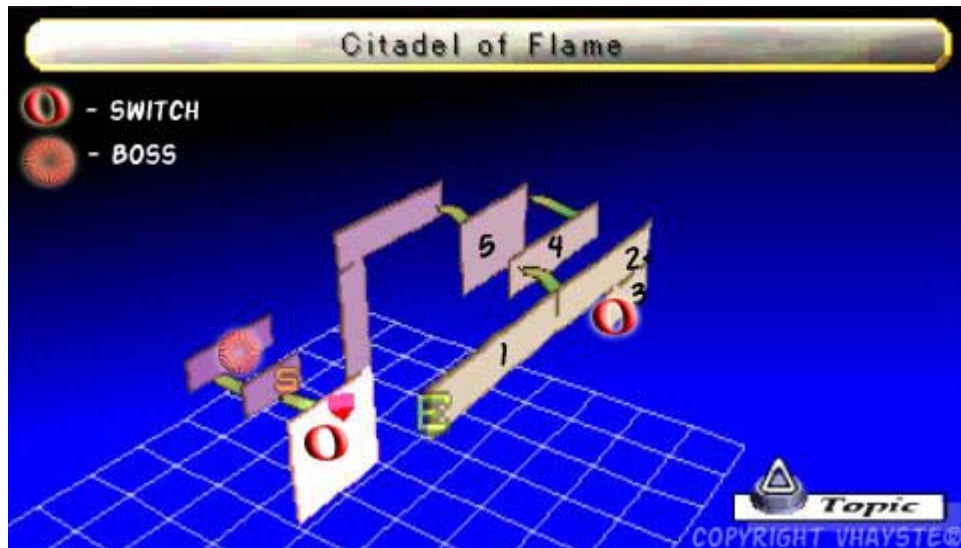


Obtain 60000 exp after opening all artifacts.

The artifact worth keeping here is the Robe of Bryttain. Mages don't have that high RDM. This is one of those equipments exclusive for mages that has high RDM value; a must for any mage.

Believe or not, the Star Guard and the Holy Wand will be given to you by Odin during the next Sacred Phase. So unless you are a collector or item whore, return those two to Odin.

#### CH5: CITADEL OF FLAME



1. Eye of Heaven
2. Shadow Servant
3. Soul Slayer (!!; Hidden in the rightmost corner)
4. Estoc, Dark Savior, Ghoul Powder, Stone Torch
5. Ranseur, Flame Jewel

In this dungeon, you will see how the Icicle Sword(s) owns the enemies here. Have your mages learn Icicle Edge/ Frigid Damsel and set them as your active attack spell in the 'Ability' menu.



To start, run to the right, past the fire rain. You slide and slash them to avoid damage. The chest there contains an Eye of Heaven. If you don't want to bother with it, then continue to the right.

Grab the items, and head down. Beware of those fast moving Bettie Giants below. You need to examine the pedestal and activate the switch in order to proceed.



Backtrack to the top; there should be a new path heading to the rear. In this next area, there are a few chests above a flowing river of lava. There is trick to above getting damaged though.



As shown in the pic, try creating some crystals, slash them and throw them in the lava. Use them as footholds as you try to get the items. There are 3 items to get. Once you get to the first platform, create a crystal there and slash it. Grab the shard and throw it/ release it. That will give you a safe ground for the next platform. Exit the area from the door in the far right.





In this large room, one of the eight Flame Jewels can be found; it is a bit tricky to access, unless you know the easy way. But first, activate the switch to open the path. To do this, go to the upper right corner of the map. Use crystals as footholds.

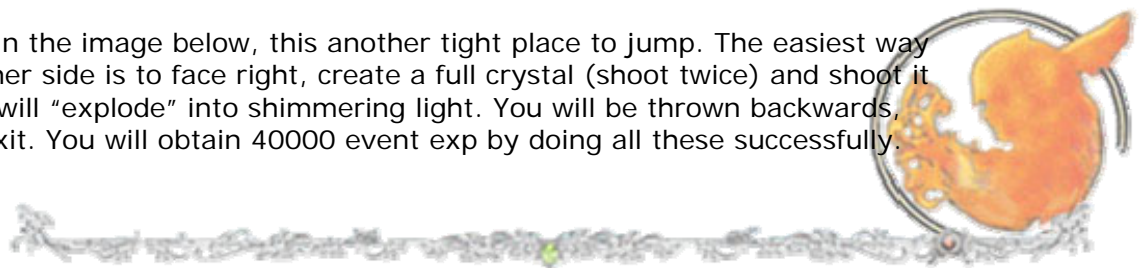


Now to get to the Flame Jewel, you need to make your way to the platform as shown here. Now jump and shoot crystals so that they attach to the sides of the next platform. Backtrack again and jump on the footholds you created.



To get to the Flame Jewel, create some footholds beside the platform where it is located, just to be safe. You need to jump as precisely as you could since you could hit the low ceiling of the platform and make it short. Once you get the Jewel, head to the center of the area.

As you can see in the image below, this another tight place to jump. The easiest way to get to the other side is to face right, create a full crystal (shoot twice) and shoot it again so that it will "explode" into shimmering light. You will be thrown backwards, exactly to the exit. You will obtain 40000 event exp by doing all these successfully.







In the next area, save. You can defeat the two enemies then save again. So enter the next room. Grab the urn in the left and bring it past the barrier. Once you step on the switch, the fire rain starts. What you need to do is a little “catch-the-fire” game. Move under the fire rain and make sure a good number of fireballs are caught by the urn. It will eventually break and Valkyrie will automatically see the boss.



#### BOSS:

Fire Elemental HP: 36000  
Weakness: Ice  
31500

**Strategy:** This boss is one of the giveaway battles if you know its weakness. The Icicle Sword makes short work on this guy, not to mention that one hit is enough to kill him – and you *have* more than one Icicle Sword (you should). If you don't have the Icicle Sword, Frigid Damsel and Icicle Edge spells are good bets too. Just 'shake' him with ground attacks to have him drop CT orbs, needed to lower your mage's wait time.

**Artifacts:** Eternal Lamp\*\* - 2600 exp  
Infernas - 2600 exp  
Holy Water of Mithra - 2600 exp

Obtain 120000 exp after opening all artifacts.



In all those artifacts, the Eternal Lamp is the most important. It prevents freezing by just having it in your inventory. No need to equip whatsoever. (This will be very useful when fighting against one of the last bosses in Ending A). The Infernas is a good great sword but still, the Icicle/ Glare Swords you have are the best for now. But if you are after the good ending, KEEP IT.

The Holy Water of Mithra is one of those items you would like in your inventory in case of emergencies; just like the Tome of Alchemy. So you can keep this one as well.

TRIVIA: Mithra is the first mage in Alicia/ Silmeria's party in the PS2 prequel of the game, Valkyrie Profile Silmeria. You can get the Holy Water from him once you release his soul and return as a living human.

Also, if you watched the FMV when meeting with Brahms, you will see Silmeria trapped inside a crystal. More of those interconnecting stories can be found in the VP Silmeria.

With all the dungeons conquered, you now have at least 7 periods left. Do whatever you want like training a bit or clear some/ all of the Cave of Oblivions. Just remember that before the chapter ends, send someone to Freya. I would send Lucian at this point. To enable a character you will send to swim, equip him/her with a **Pearl of Karula**.

In all the Einherjars, Lucian is the most special. You will see a short event with him and Lenneth.



After sending him up, your Seal Value will increase a bit, may around 18. It is still safe to send another einherjar in the next chapter. When ready, consume all the periods in any way you want and the chapter ends.

### Sacred Phase 5-6

Hero Value: 100 / Sorceress

Skills: Brave  
Monster Int  
Hit



## Chapter 6

**Periods:** 28

**Dungeons:** 3

**Characters:** 3

### TASKS:

1. Spiritual Concentration – Locate Jayle/ Crell Monfereigne (-2)
2. Spiritual Concentration – Locate Shiho/ Hai-Lan (-2)
3. Spiritual Concentration – Locate Badrach/ Villnore (-2)
4. Spiritual Concentration – Locate Shrunk Shrine (-2)
5. Spiritual Concentration – Locate Lost City of Dipan (-2)
6. Spiritual Concentration – Locate Cave of Oblivion (-2)

**Consumed:** 12/28

### Towns/ Characters:

1. Visit Crell Monfereigne, recruit Jayle (-1)
2. Visit Hai-Lan, recruit Shiho (-1)
3. Visit Villnore, recruit Badrach (-1)

**Consumed:** 15/28

### Dungeons:

1. Enter Lost City of Dipan (-2)
2. Enter Shrunk Shrine (-2)
3. Enter Cave of Oblivion (-2)

**Consumed:** 19-21/28

No special notes in this chapter. If you followed the instructions on getting the A ending in the previous chapters, then it is safe to send one more Einherjar.

### CH6: LOST CITY OF DIPAN





1. Eye of Heaven
2. Dark Savior
3. Ranseur
4. Triple Distress
5. Neckless Doll
6. Burgundy Flask
7. Invoke Feather
8. Estoc, Reflect Sorcery (Hidden from view)
9. Ether Scepter, Nightshade
10. Mystic Cross, Concentration, Ruins Fate

You will be immediately thrown into a boss battle once you enter this stage so be prepared. After a short conversation, you will face...



#### BOSS:

Barbarossa HP: 62700  
Weakness: none  
Exp: 14000

**Strategy:** Barbarossa's Malice Grudge attack deals damage and inflicts different status effects, most common would be cursed. To make this battle easier, you can have all characters with Guts setup, then two in Auto-Item (Union Plume 100%) and two in Cure Condition (Level 6-8). His melee attacks are damaging as well. At this point you can actually defeat him by linking 3-4 special attacks, including a great magic. You will need to fight him twice.

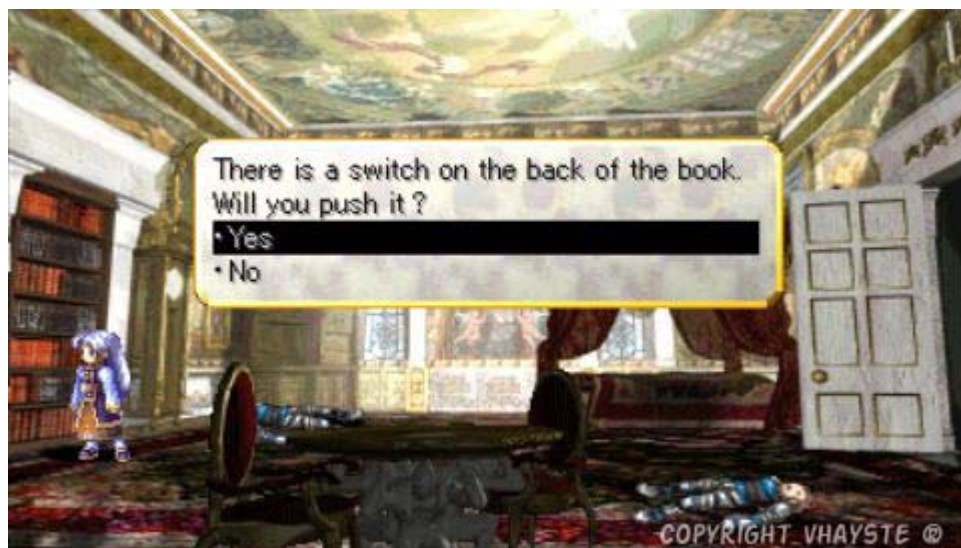
**Artifacts:** None



As soon as you have free control, head inside the castle. Fight your way to the time machine as indicated in the map above. Valkyrie will be transported back in time, in old Dipan. Now head your way out of the castle. You will see Hrist and a couple of Llewelyn and Mystina look alikes. In their conversation, they will mention Arnggrim's name. If you haven't played VP Silmeria yet, I will spoil a bit of the plot for you. Argrim is Hrist's companion at that time.

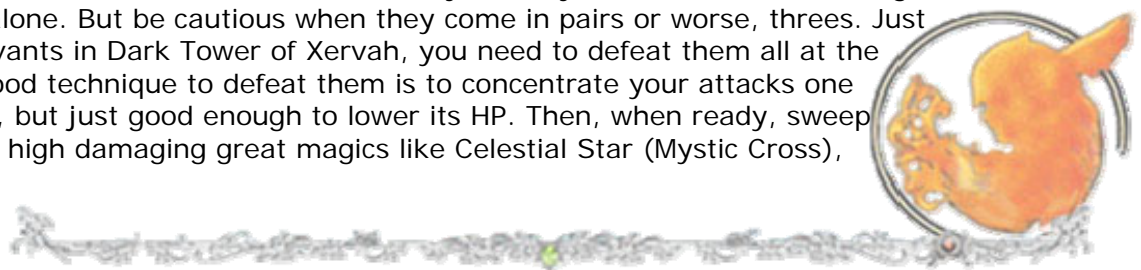


Now after that, enter the very first private house and go upstairs. Inside the room is the woman you need to talk to. Learn about the castle's secret room and proceed there. The location of the room is located in the map as well.



Examine the bookshelf. Push the switch and enter the room. After a short conversation with the queen, you will receive the King's Crown. After a short scene, an FMV and a conversation Valkyrie will be taken back to her time. After talking to Barbarossa, he will calm down and his spirit will be free. Now its time to clean house.

The items are already indicated in the map. Just fight your way and gather them. The most dangerous enemies would be the Evil Eyes. They are not that threatening when they are alone. But be cautious when they come in pairs or worse, threes. Just like the Hel Servants in Dark Tower of Xervah, you need to defeat them all at the same time. A good technique to defeat them is to concentrate your attacks one target at a time, but just good enough to lower its HP. Then, when ready, sweep them clean with high damaging great magics like Celestial Star (Mystic Cross),





Meteor Swarm (Shadow Servant) and Gravity Blessing (Prismatic Missile). Oh, each one of them is worth 18000+ exp, so just take them if you can.



TIP: These enemies will restore their fallen allies with full HP. That is a problem if the one it is gonna revive is another of its own kind.

Also, they are immune to Tome of Alchemy so don't waste any on them.

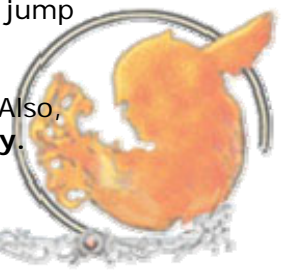
Once you cleared all the floors, you may ask where the bosses are located. Well, I could have revealed it to you earlier but you may be unprepared yet to face them. Clearing the floors will give you the necessary exp to level up and learn skills.

So in common, where do bosses usually stay? Near SAVEPOINTS. So, proceed there.



Now, you need to create a full crystal on the floor, then jump and create another one on the wall; as shown. If you can, it will be easier to just create a shimmer and jump on it. You will obtain 35000 event exp for completing this.

Before the bosses lie three more Evil Eyes. I suggest defeat them all and save. Also, before you enter the boss battle, have your current mage learn **Reflect Sorcery**.





This will help you survive the fight with no scratches. You can equip your **Mage Slayer** but that is just optional.

When ready, enter the room and you will fight...



#### BOSS:

Walther            HP: 30000  
Weakness: none  
Exp: 28000

Dallas            HP: 18000  
Weakness: none  
Exp: 700

Gyne            HP: 18000  
Weakness: none  
Exp: 700

**Strategy:** Immediately cast Reflect Sorcery as soon as you get the chance. Now get rid of Gyne (upper mage) because he can cast Invoke Feather and revive his fallen allies. Now the effect of Reflect Sorcery lasts only for five turns. When you attack them, you may want to attack them while downed on the ground to receive a lot of CT orbs, just to enable you mages to have turn. Fight normally as you could. As long as Reflect Sorcery is active, you can defeat them easily.

#### Artifacts:

Rust Red Circlet	- 3100 exp
Dragoon Tyrant	- 3100 exp

Obtain 180000 exp after opening all artifacts.

The Dragoon Tyrant is a good spear, if you are using Aelia and you haven't gotten the Crimson Edge yet. The Rust Red Circlet is not that important. You may want to pass up with this one. Exit the area and head to your next destination.



## CH6: SUNKEN SHRINE



1. Eye of Heaven
2. Sacred Javelin
3. Dark (Reverie)
4. Angel Curio
5. Lapis Lazuli, Prismatic Missile
6. Footman's Axe, Ruin's Fate
7. Charge
8. Flame Jewel (!!!)

In this dungeon, the GLARE weapons and Poison Spells work best against enemies. Make sure you equip at least one of your warriors with a Glare Sword or any weapons that has +Poison DMG attribute. Set Poison Blow as the default spell of your mages. As much as possible, try to successfully cast Petro Disruption (Poison Blow great magic) to take care a group of enemies at once. Please note that there are some annoying Inferior Eyes roaming around the area as well.

To start off, continue to the right, underwater. Step on the platform. Two Dragonhead Statues will move. You will gain 3000 even exp. Use them as a stepping platform. Continue to the next room. Grab item #1 along the way.

Ignore the mechanical lever and continue past the water control switch. Pull the stone tablet as far you can to the left.



Now head back to the mechanical lever and grab on the LEFT BAR. Stay there until the lever goes down TWICE. Obtain 5000 event exp.

Now go to the control switch, and pull the two sides of the switch. Water will fill up this part of the dungeon. Obtain 5500 Event Exp. Exit the room to the right.

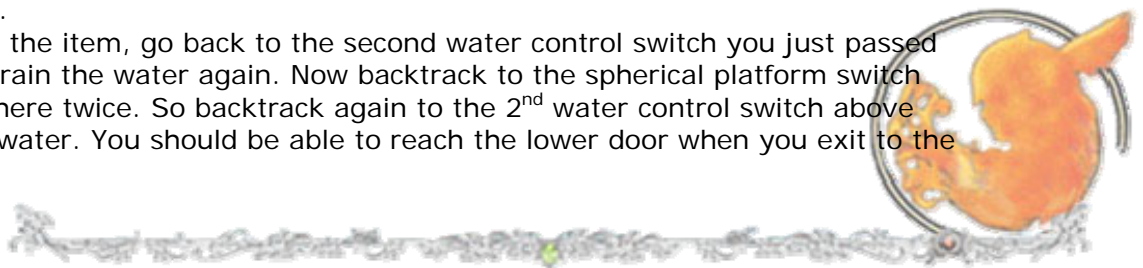


Swim up to upper right room to get item #2. Now you can't reach item #3 for the meantime. Head to the room where the tablet was and enter the next room. Here you will find a spherical switch that controls the platform overhead. Hit it twice. You will get 3000 Event Exp. After hitting the switch, you should feel the place rumbling. Now exit the room and head back to the water control switch.



In the water control room, push in the two sides of the switch to drain the water. Now exit to the left, grab the LEFT BAR of the mechanical lever again so that it will lower all the way. Now head back to the water control switch and flood the place again. As you exit to the right, you should be able to reach the highest room. You will find item #3 guarded by an Inferior Eye. Defeat it and grab the item. Continue to the right. You should find another water control switch. Push in both sides to drain the water. Exit to the right. You should find the platform there and an opening to reach item #4.

After grabbing the item, go back to the second water control switch you just passed a while ago. Drain the water again. Now backtrack to the spherical platform switch and hit the sphere twice. So backtrack again to the 2<sup>nd</sup> water control switch above and drain the water. You should be able to reach the lower door when you exit to the right. Enter it.







Grab the items and defeat all the enemies to clear the area and make things faster. Now on dry ground, create a crystal, slash it, grab the shard and bring it underwater. Go below the plug as shown in the image above and release the shard so that it pushes the switch. Exit to the next room.



In the next room, you should find a Dragonhead the fires Freeze Beams and an orb. If you had cleared Oddrock Caves in the earlier chapter, you should know what to do. After successfully deflecting the beam towards the floating orb, the gate will open. Enter it.



In the next room, grab the items underwater. To reach the other side, you need to create a shard and ride it as it floats up, as shown in the image above. Exit to the next room.



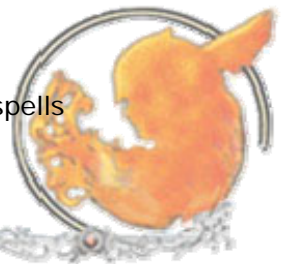
There will be two plugs you need to fill. Do that and the door to the lower left will open. Enter it and **immediately jump/swim your way up**, before the walls close in on you. Grab Charge in the chest above. Enter the next room and find the Flame Jewel (!!!) lying in the open. Grab and continue along the path.



In the room just before the exit, lie three orbs you need to hit with the freeze beam. The upper two orbs can be hit without any problems. The bottom orb is the trickiest. Just place the orbs as shown here; of course create one to the left.

The door will open BUT, there are two Inferior Eyes guarding the save point. What a bummer! If you have the Dimension Slip accessory (Transmute Bark of the Dryad using Creation Jewel), equip it and slip past those annoying enemies and save. If you don't then you can't do anything but to fight them or gamble and try to slip past them. Remember that one of those Inferior Eyes has a group of THREE. Very, very dangerous.

Anyways, after saving, you can now face the boss. Change your mage's spell to Mystic Cross/ Shadow Servant/ Prismatic Missile. You will need high damaging spells to end this battle quickly.







#### BOSS:

Wraith HP: 100000  
 Weakness: none  
 Exp: 70000

**Strategy:** This boss has really damaging spells, not to mention he can cast Gravity Blessing every 3<sup>rd</sup> or 4<sup>th</sup> turn. It is possible, however, to defeat him in a single attack run, if you successfully link all 4 special attacks. If you're familiar with your characters' attacks and how much energy they contribute, then there is no problem.

#### Artifacts:

Reflect Armor - 3100 exp  
 Slashing Sword "Farewell" - 3100 exp  
 Tear of the Cosmos - 3100 exp

Obtain 300000 exp after opening all artifacts.

The Reflect Armor is the best armor you can get in this point so get it. The sword is weaker than what you currently have so it is up to you to keep it for collection purposes or ignore it if you want to get a + in your evaluation. The Tear of the Cosmos can be transmuted to a second Holy Water of Mithra. You may want to consider this as well.

This should complete the primary dungeons in this chapter. You should still have a lot of time left, so you can do whatever you want. I would normally train my characters and clear the any Caves of Oblivion available. Don't forget to send the qualified Einjerhars. WATCH YOUR SEAL LEVEL here. If you followed the guide, then it should still safe to send someone in this chapter.

When ready, just enter the Sacred Phase. Freya will request the following:

#### Sacred Phase 6-7

**Hero Value: 110 / High Level Sorcerer**

Skills: Repair Accursed Flame Gem  
 Undead Int  
 Avoid  
 Resist Magic







In addition, you should see a short scene with Lucian in Valhalla. If you got these scenes, then it is GUARANTEED that you will get the sequences for Ending A. You can relax now and play the game normally. You can also send two sorceresses in this chapter.



Odin will also give you a hint about a legendary and powerful sorceress named Lyseria. You will need to recruit her in this chapter.



## Chapter 7

**Periods:** 28  
**Dungeons:** 2  
**Characters:** 2

### TASKS:

1. Spiritual Concentration – Locate Suo/ Hai-Lan (-2)
2. Spiritual Concentration – Locate Forest of Spirits (-2)
3. Spiritual Concentration – Locate Cave of Oblivion (-2)
4. Spiritual Concentration – Locate Tombs of Amenti (-2)

**Consumed:** 08/28

### Towns/ Characters:

1. Visit Hai-Lan, recruit Suo (-1)
2. Visit Arkdain Ruins, recruit Lyseria (-2)\*\*

**Consumed:** 11/28

### Dungeons:

1. Enter Forest of Spirits (-2)\*\*\*
2. Enter Tombs of Amenti (-2)
3. Enter Cave of Oblivion (-2)

**Consumed:** 15-19/28

\*\*You will need to fight Lyseria in order you recruit her. Don't worry, she is not that strong. If you still don't know, she is the lady inside the large crystal in the boss area of Arkdain Ruins. She is a high-level sorceress, perfectly fit for Freya's request. However, I opt to keep her in my party instead. You can get here before clearing any dungeons.



\*\*\*You will need to enter the Forest again after repairing the Flame Gem if you wish to battle the real boss. You won't be able to complete the map on your first visit.





## CH7: FOREST OF SPIRITS



1. Eye of Heaven
2. Wassail-Rapier (guarded by Mandragoras)
3. Sacred Javelin
4. Dampen Magic
5. Golden Egg, Lapis Lazuli, Invoke Feather
6. Lucerne Hammer
7. Sap Power, Golden Egg
8. Timer Ring, Dampen Magic, Golden Egg, Reflect Sorcery
9. Mystic Cross
10. Heal, Sylphan Robe (!!)

Once you get in the Forest, you can either continue along the main path and proceed with the mission or stray around and look for the items. In any case, proceed to the leftmost part of the map. An Elf is waiting for you there. You will learn that you need to collect four materials to complete the Gem. It is also recommended to use Fire-based attacks. Most enemies here are weak to fire.

- Charm Feather            – Cockatrice
- Golden Candlestick    – Giant Ape
- Polar Drops
- Silver Thread            - Giant Spider

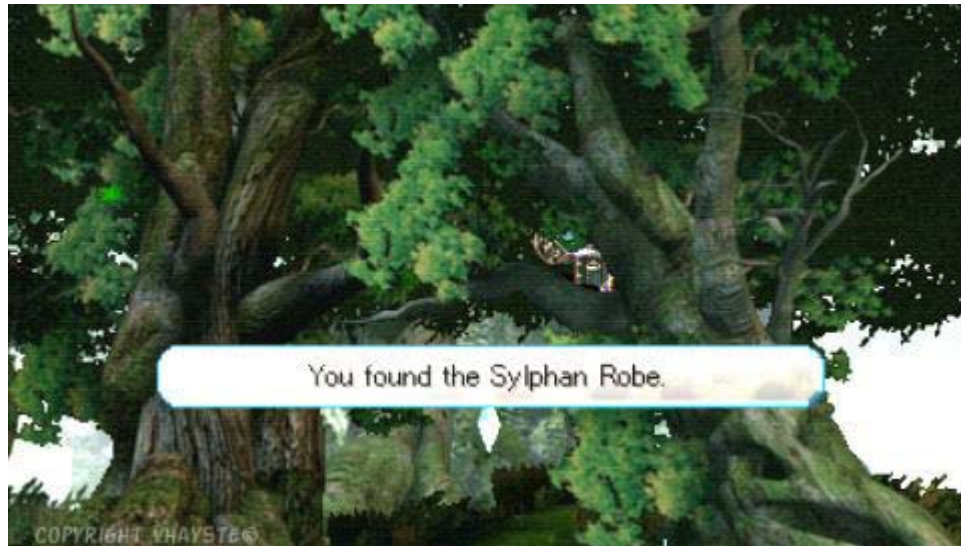




For each of the materials you obtain, you will get 1600 event exp each. Here are the basic stats of the three mini-bosses you need to face. They are not that hard really but for your info, I will include that as well.

Cockatrice     HP: 50000 / Weak vs. Fire/ 35000 exp  
Sivapheticus   HP: 42000/ Weak vs. Ice/ 35000 exp  
Venomous Spider     HP: 30000 / Weak vs. Holy/ 350 exp

On your first visit, there is no major boss here. Note that some of the items indicated on the map are hidden well from view, located in top of the branches. Be careful also of enemies falling from trees.



Also, be careful of Mandragoras. These girls-in-a-bulb are pretty deadly at this point of the game. Their Hellish Invitation attack is really damaging. Be careful when facing these; you may want to kill them all in the first attack run. **Fire Storm/ Ifrit Caress or Fire Lance/ Calamity Blast** will be your saviors against these enemies. This is effective too against those pesky Giant Crabs. Normal attacks do very little or no damage against these oversized crustaceans.



Once you collected all the materials, you can now head back to the Elf. After a short while, you will be able to get the repaired Flame Gem in the chest. Still you have the chance to keep it or return it. In any case, the decision is yours.



After you leave the forest, return and backtrack to the misty area that leads to the Elves' home. This area is actually a small maze. The correct path to reach the boss is DOWN-LEFT-DOWN. To get out, it is the reverse of that (U-R-U)

You will be taken to the boss area, where another Cockatrice is waiting. This is the real boss.



**BOSS:**

Cockatrice HP: 100000  
Weakness: Fire  
Exp: 35000

**Strategy:** This boss is not that hard; much more as a giveaway battle. As you can see, 1-2 special attacks plus a link 3 Calamity Blast owns this guy pretty much.

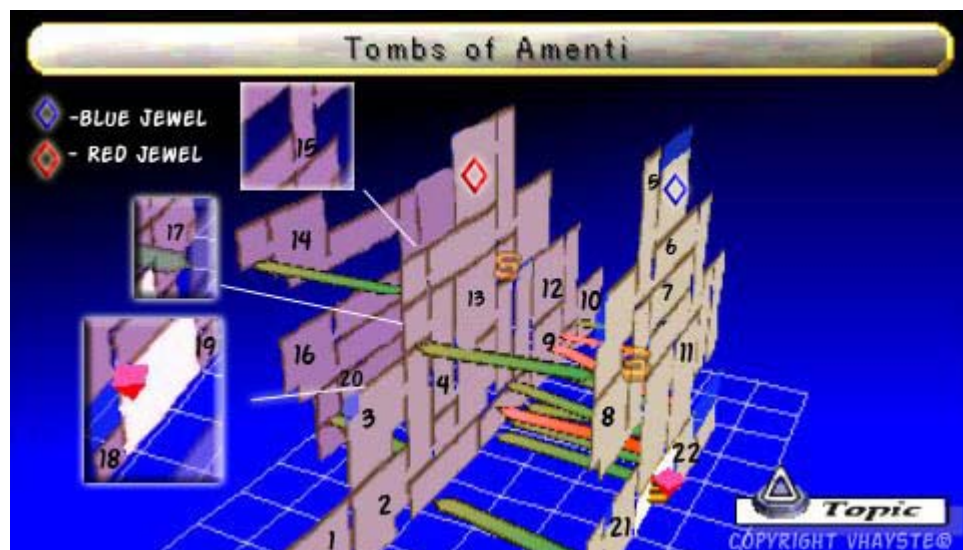
**Artifacts:**

Arectaris - 3100 exp  
Elven Bow - 3100 exp

Obtain 240000 exp after opening all artifacts.

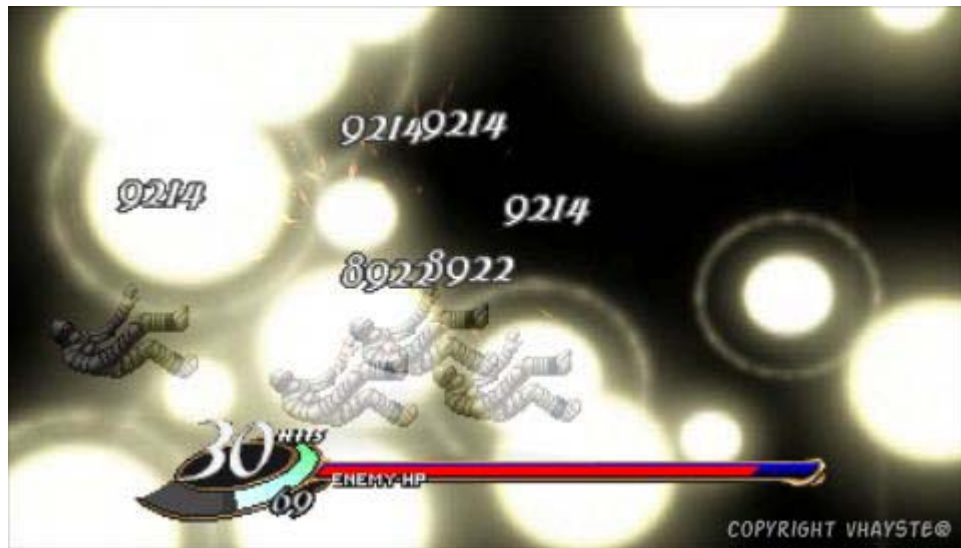
These two are actually decent weapons – if you don't have the ones transmuted from the Creation Jewel.

**CH7: TOMBS OF AMENTI**



1. Eye of Heaven
2. Flame Jewel (!!!)
3. Base Metal
4. Darkness Arrow (hidden behind those boxes to the left)
5. Mithril Plate (!)
6. Stone Check (hidden behind the 3<sup>rd</sup> urn)
7. Resist Magic (rightmost part of the room with large floating stone head)
8. Ruin's Fate
9. Unicorn's Horn (!!)
10. Lucerne Hammer
11. Iron Ore
12. Mystic Cross
13. Wassail-Rapier
14. Invoke Feather
15. Reflect Sorcery (behind the boxes)
16. Raven Slayer (!)
17. Flame Jewel (!!!)
18. Basilisk Scale
19. Lapis Lazuli
20. Guard Reinforce
21. Raven Slayer (!) (On top of the ledge)
22. Ether Scepter

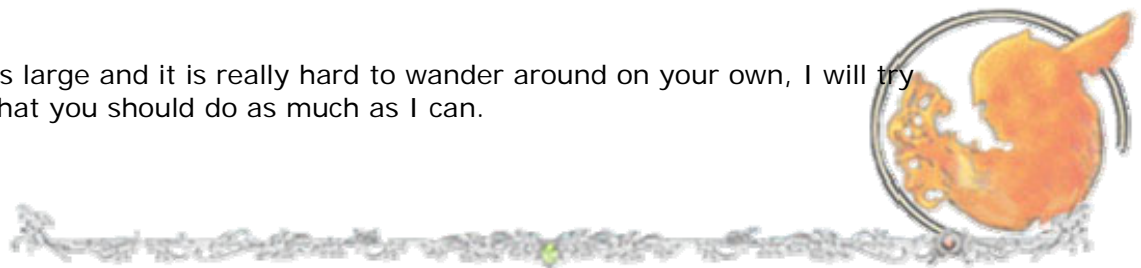
This dungeon is probably one of the most annoying and frustrating you need to clear yet. It is really large and has a good number of various annoyances that will test your patience. Also note that enemies here are weak to **HOLY attacks**. So Mystic Cross/ Celestial Star and Sacred Javelin/ Seraphic Law are the attacks of choice here.



Note that some of the chests, especially those hard to reach ones, have enemies inside that will ambush you. Usually it is a group of Undead Slaves. They are not that hard. One Mystic Cross run (cast it from the battle menu) is enough to defeat all of them.

Also, most items are hidden from view; if you have the Treasure Search equipped, then you will know if there is an item around the area. You can search behind pillars and boxes.

Since this area is large and it is really hard to wander around on your own, I will try to enumerate what you should do as much as I can.





1. From the start of the dungeon, grab item #1.
2. In the next room, to reach item# 2 above the door, you need to run up the stairs, run back down and jump while shooting a crystal. You will need to create a shimmering foothold.



3. In the next room tall room, make your way to the upper left. Beware of the firejet traps. When you reach the top left door, defeat the Dullahan for some good exp boost. Obtain the Base Metal behind that enemy.

TIP: Useless as it may look, Base Metals can be transmuted normally into Ebony Powders. Now equip the Creation Jewel and transmute those Ebony Powders into **Material Potions**.

Material Potions add 100 DME to any character PERMANENTLY.

4. Jump down and make your way to the location of the Blue Jewel. Be careful of the traps along the way. Grab the jewel and you will obtain 60000 event exp. Now the door will close on you. To open it, you need to put some weight on the pedestal where you took the jewel. To make your life easier, create a full crystal and slash it. The shards will provide enough weight to keep the door open for you. Exit, jump down and go to the right.



5. Run past those fiery urns. Find item # 6 past the 3<sup>rd</sup> urn to the right.
6. Jump down, go left until you reach the save point. Save.
7. Jump to the top right room. Smash the floating stone head's beard and chin. Slide underneath it and get item #7 in the far right end of the room.



8. Backtrack down, take the bottom left door. Two spikes will approach you. Attack the lower one with your sword to stop it. Jump over it and take item #8.
9. Now head back, and take the bottom right path and fall down to the bottom of this large room. Enter the doors to the rear.
10. Continue to the right. You will see another chest above the door. Grab it to obtain another Unicorn's Horn. Immediately create a second one.

**TIP:** You might consider using two mages in your party. One great magic is good for eliminating most enemy parties. How about casting two?

Just make sure that the mage you'll put it front has maxed out Defend, Avoid, Resist Damage, Hear Noise, Survival and Fight. Also make sure that she has the strongest armor set you can get at this point of the game.

**Note:** Mages in front will be most likely targeted by enemies. You may also want to change their reaction skill to a defensive one such as Adept Illusion or Dancing Swords.

11. Continue following the path. Grab item #10 along the way. Take the path up front, then go up, take the top left door.
12. In the next room, jump down to the lower left door. You should be in the other side of the large rooms, with a chest on the floating platform. Get it to obtain item #11. Now you can just jump down to the bottom of the large room and backtrack your way to the tall room.
13. Instead of going up front, you need to jump to the upper left room.
14. In this room with falling spikes, find item #12 behind the broken pillar to the right. Continue running to the left.
15. Reach the top left platform. Continue, grab item #13 along the way. Defeat the Dullahan blocking the path as well. Make your way to the large chamber where the red jewel is.







16. Grab the red gem to obtain 60000 event experience. Do the same thing you did you open the door in the blue jewel's chamber. Exit out and continue to the left.



17. In this next room, two floating stone heads will approach you on both directions. Quickly destroy the beard and chin of the left stone head. You will obtain 35000 event exp for doing so. Slide out to the left.
18. Defeat the Dullahan guarding the exit. Enter the door to the rear. Defeat another Dullahan guarding the other end. Head to the right.
19. Follow the path while avoiding those fiery urns and looking out for items. When you jump down the tall room to the right, you will find item #15 behind the boxes to the right. Continue to the left.
20. Intentionally get hit by one of those floating statues. You will be transported into a closed room. Destroy all the three faces on the wall to open the door. You will obtain 20000 event exp for the first time you do this. Now head back to the rooms with the floating heads. For most players, this is the most frustrating part of the dungeon. For me, it is the fastest.

The secret: **DIMENSION SLIP**







21. If you don't have the Dimension Slip (Bark of the Dryad transmuted by Creation Jewel) then you will have to use all your wits to avoid these strategically placed annoyances, not to mention you need to avoid other traps and look out for enemies as well. Anyways, make your way to the lower left room.
22. When you reach that large room, you will find it is littered with different moving platforms, spikes and enemies. Grab items #18 and #19 in the lower rooms. The exit is in the upper left part of the room. Grab the item located above the ledge. Tired? Don't worry, you are almost there.
23. Continue following the path. Don't forget to grab the other items, especially the ones located above the ledges. From here on, it is straightforward.
24. After you reach the savepoint, continue forth. You will be asked to answer a question. Technically, all choices are the same. But you need to choose "HOMO-SAPIENS". The door to the royal burial chamber will open.
25. Grab the Ether Scepter in the far right end of the burial chamber. Now place the two gems you acquired earlier on the pedestal. Wait for a few seconds and you will be thrown in to a boss fight.





### BOSS:

Akhetamen HP: 130000  
Weakness: Holy  
Exp: 140000

Undead Slaves (x2) HP: 19000  
Weakness: Holy  
Exp: 1680

**Strategy:** If you have managed to stick power leveling one party, then your level should be sufficient enough to defeat this boss. You won't be able to defeat him in one attack run though. First, if you are on the defensive side, you can cast Reflect Sorcery first. The main boss is in the rear so; you need to get rid of those Undead Slaves as well. Once you get them out, concentrate your attacks again him. Remember that two consecutive level 3 or 4 Celestial Stars is enough to inflict heavy damage to this boss.

Also note that once his HP is critical, Akhetamen will heal himself completely. Just make sure you kill him quick and he won't be able to use it.

### Artifacts:

Richebourg	- 3600 exp
Mask of the Dead King	- 3600 exp
Ruby Music Box	- 3600 exp
Ambrosia	- 3600 exp
Bracelet of the Basilisk	- 3600 exp.

Obtain 1000000 event exp after opening all artifacts.

Seriously, you spent a good deal of time in this dungeon and you'll get junk artifacts? The Ambrosia will probably be the most important artifact here so get it. Also, the Mask of the Dead King is a good mage equipment as well. The other artifacts are just plain junk.

Once this helluvah place is done, you can now do whatever you want. Just the same routine, transfer Einherjars, revisit dungeons to level up and clear any Cave of Oblivions you find.

Once ready, consume all your periods to enter the last sacred phase. Actually Freya will inform you that the Dragon Orb has been stolen. This is related to the short scene with Loki and Lucian during Sacred 6-7. Well, this is the final chapter so let us start.



## Chapter 8

**Periods:** 28  
**Dungeons:** 5  
**Characters:** 1

### TASKS:

1. Spiritual Concentration – Locate Arianrod Labyrinth (-2)
2. Spiritual Concentration – Locate Palace of the Dragon (-2)
3. Spiritual Concentration – Locate Cave of Oblivion (-2)
4. Spiritual Concentration – Locate Celestial Castle (-2)

**Consumed:** 08/28

### Towns/ Characters:

1. Recruit Gandar (Defeat him the Palace of the Dragon)

**Consumed:** 8/28

### Dungeons:

1. Enter Arianrod Labyrinth (-2)
2. Enter Palace of the Dragon (-2)
3. Enter Cave of Oblivion (-2)
4. Enter Celestial Castle (-2)
5. Enter Weeping Lily Meadow (-1)

**Consumed:** 17/28

You will need all these dungeons to boost your needed experience for the last battles. You can decide which ones you would like to clear first. Arianrod Labyrinth is the easiest in navigation because you just need to teleport to rooms. But the enemies here are really tough. Celestial Castle is medium in both. Palace of the Dragon has easy enemies but has tough puzzles. Make your choice.

Upgrade your equipment. If you have enough MP to buy the Orihalcon, do so. You can transmute it to GRAM, a very powerful sword until you get the Levantine. You can convert those useless artifacts you have looted. I will start with Arianrod Labyrinth because it contains very good weapons that will make the other dungeons easier.

Remember that if you have successfully initiated events for Ending A, you should leave at least one period to enter Weeping Lily Meadow. If you consumed all your periods this chapter, you will be automatically taken to Joutenheim Palace, even if you have located Weeping Lily Meadow during your Soul Concentration.

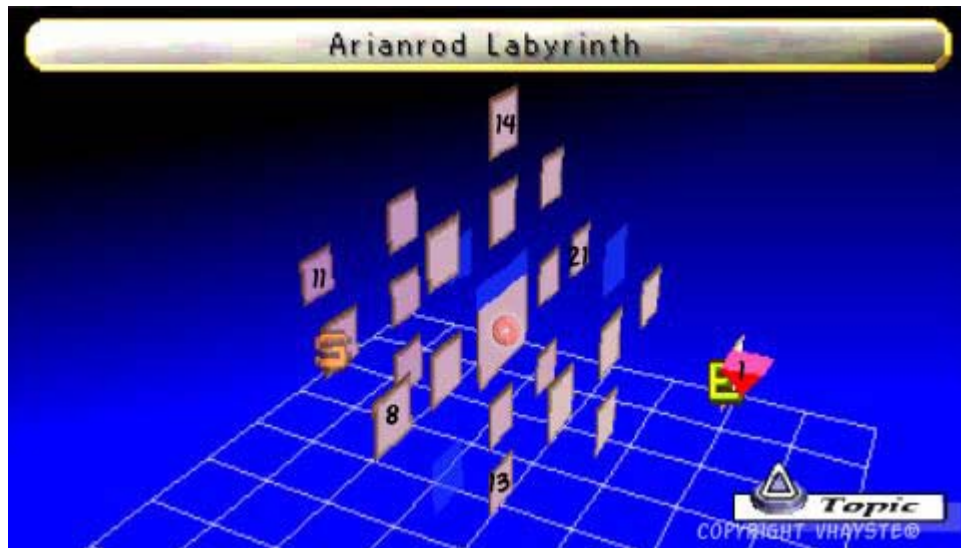
I will also suggest forming your final party now. It is better that way since you can concentrate powering up your characters. My final party will be Mystina, Lyseria and Arngrim.

Skill	Use Item	Divine Item	Party	Ability
Equipment	Transfer	Status	Configure	Data
Valkyrie		Arngrim		
LV	38	LV	33	
DME	53725	DME	59574	59574
EXP	4274236	EXP	2591594	
After	32764	After	215406	
Mystina		Lyseria		
LV	32	LV	34	
DME	32229	DME	38632	38632
EXP	2364813	EXP	2919777	
After	142187	After	187223	
Play time		Materialize point		14129
Chapter 8 Period		16/28	Eval.	68





## CH8: ARIANROD LABYRINTH



- 1. Eye of Heaven
- 8. Magic Blade "Cromrea"
- 11. Flame Jewel (!!!)
- 13. Eternal Fault
- 14. Foul Slayer (!)
- 21. Wand of Apocalypse (!!)

You would need to use some basic math to get through this area. I will try to make it clear so that you won't get lost. Again, enemies here are weak to Holy attacks.



The number on the display indicates the floor where you are going to be transported. The sphere beside it is the controller. Each panel has two destinations or numbers.

When there are two panels, just add the numbers on the displays, unless there are some indicators. Remember also that if you entered the room that you don't want by accident, you can't enter the portal again to go back where you came from. The floor that you will be transported depends on the number on the display.





In this example, your destination will be floor 16 and so on. With that said, I will give you the exact orders of the floors you will visit to get all the items and find your way to the boss. Note that the enemies here are powerful but they pack a lot of experience so, it is worth defeating them when you find them. The save point is located on floor 17. The boss is located inside floor 25.

1 – 10 – 8\* - 18 – 16 – 21\* - 13\* - 12 – 14\* - 7 – 6 – 11\* - 17 – 25

Once you reach the 25<sup>th</sup> floor, you will enter a boss battle.

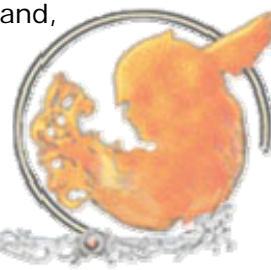


#### BOSS:

Dark Lord      HP: 210000  
Weakness: Holy  
Exp: 45000

Demon "Vallan" (x2) HP: 70000  
Weakness: Holy  
Exp: 10500

**Strategy:** The Dark Lord is on the rear and won't attack unless you defeat the two demons in front. Just don't hesitate the cast your great magics to defeat these enemies fast. The main boss is not that hard. Yes, he may have damaging attacks but not enough to give you a hard time. With Wand of the Apocalypse in your hand, your Celestial Star will deal more damage than usual.



**Artifacts:**

- Shazard - 4100 exp
- Secrets of Zolon - 4100 exp
- Unicorn's Horn - 4100 exp

Obtain 500000 event exp after opening all artifacts.

You can get the Shazard and the Unicorn's Horn but stay away from that Secrets of Zolon. It is plain trash.

**CH8: CELESTIAL CASTLE**

Sorry folks, but I accidentally deleted my only map screenshot of the Celestial Castle. I will try to lead you to the items and give you directions in old fashioned style.

As you start in this dungeon, enter to the right. There will be stairs leading down and some stairs leading up. The rooms upstairs are a deadend; the correct path is downstairs. Also, in those rooms you can find **Ghoul Powder** and **Eye of Heaven**.

When ready, go downstairs and defeat the Forager guarding the path.





Immediately find another **Flame Jewel** as soon as you enter the room. Continue to the right and go down to the front.

In the next room, the rightmost door up has some enemies. You may defeat them for extra experience; otherwise take the middle door. Go downstairs and you will then emerge to the trickiest part of the dungeon.



Here you need to reach the other side without FALLING OFF. If you fall, you will be outside of the castle and you just lost two periods. And also, enemies will respawn when you make your return trips so be very careful with this part.

Fortunately (insert sarcasm here), these chests are rigged with explosive traps, with the force enough to throw you at a distance. Remember that after opening them, you will only have one second to move away from the explosion. You can grab the chains also.

The items here are not that important so if you find yourself having difficulties collecting them, ignore them and proceed with your mission. The Harpies here pack a lot of experience so you can engage them. You need to pass through two similar screens.

Here are the items you can collect on these two screens.

- **Vegetable Seed, Wassail Rapier, Shield Critical, Quartz Gem**
- **Reflect Sorcery, Concetration, Lucerne Hammer, Agua Vitae\* Ghoul Powder**

\*Agua Vitae can be transmuted into an Icicle Guard. Other than that, it has no use.



Once you reached the other side, just continue following the path until you reach a small garden. Kill all the butterflies to open the path to your left. Obtain 80000 event exp for doing this.



Do the same thing on the second screen; just be careful of those orbs firing freeze beams.

Continue along the path, save and grab the **Sword of Silvas** from the chest. Follow the path until you reach the stairs heading to the right. Fight your way upstairs and save before the room with the boss. Get ready.



#### BOSS:

Genevieve HP: 188800  
Weakness: Holy  
Exp: 140000

Demonic Baron (x2) HP: 42000  
Weakness: Holy  
Exp: 1400

**Strategy:** Most of Genevieve's attacks are magic based, which means you can protect your characters by casting Reflect Sorcery. Get rid of the Daemonic Barons in the front to open a path of attack to Genevieve. Pummel her with your linked special attacks.

#### Artifacts:

Berserker Bow\* - 4100 exp  
Harp of Atrasia - 4100 exp





Armor of Aleph\*\*

- 4100 exp

Obtain 500000 event exp after opening all artifacts.

\* This is the most powerful bow you can get at this point.

\*\* This is a great armor. Make sure you keep it.

The Harp is as worthless as the trash you have checked out earlier. But you may consider keeping it for MP conversion purposes.

### CH8: PALACE OF THE DRAGON



1. Eye of Heaven, Wassail-Rapier
2. Lapis Lazuli
3. Lapis Lazuli
4. Quartz Gem, Guard Reinforce
5. Ether Scepter
6. Burgundy Flask
7. Lucerne Hammer, Fire Storm
8. Sacred Javelin
9. Eye of Heaven





10. Frigid Damsel
11. Shield Critical
12. Dragon Slayer
13. Lightning Bolt, Quartz Gem
14. Might Reinforce, Spell Reinforce

- Go to the rightmost room; examine the painting, "XVI The Tower". Obtain Full Moon Stone and 1600 Event Exp.

- backtrack; enter the open path (not the Sun Door)
- Examine the statue and put the **Full Moon Stone**.



- Get items #1 and #2. Push the tablet blocking the path up. Enter it.
- Get item #3 to the right. Go to the large room to the right. Take note of the positions of the statues there.



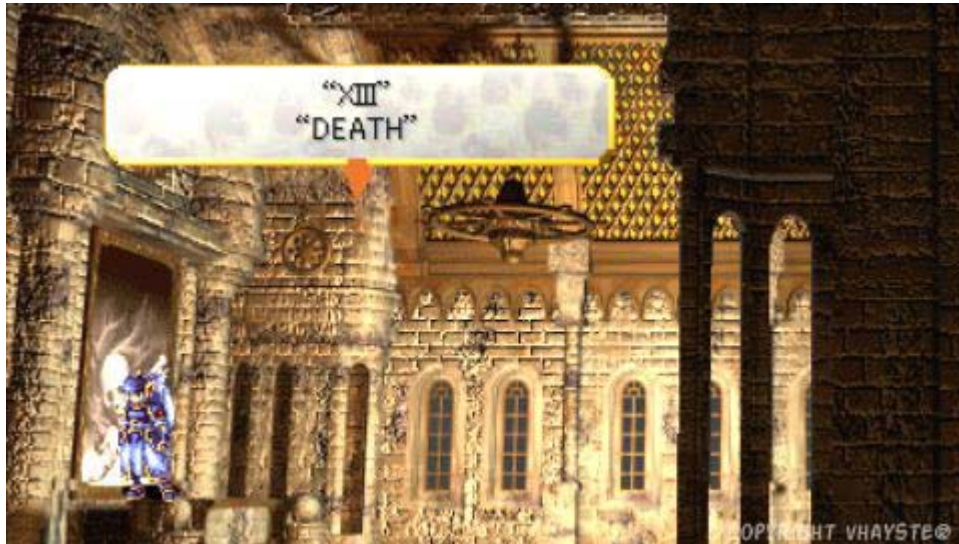
- Top - facing left
- Right - facing front
- Left - facing right
- Bottom- facing rear



- enter the lower right door. Defeat the Eternal Chimera. Examine the painting "X Wheel of Fortune" to obtain **Eclipse Stone**. (1600 Event Exp)
- backtrack to the portal and use Eclipse Stone.

=====

- You will be back in the starting area. Now you can enter the door with the Sun Emblem. Enter it. Grab item# 5 and continue to the large room to the right. You will find the same room with statues. You just need to arrange them as the first room.
- After arranging them properly, you will gain 5000 event exp. The bottom door will open.
- Examine the painting "IV Emperor". Obtain **Crescent Moon Stone**. (1600EXP)
- Now push tablet to open the path to the room that contains item #7.
- Enter the Sun Door to obtain item #6. Examine the painting of Death to obtain **"Darkspot Stone"**



- Return to the portal. Use Crescent Moon Stone.

=====

- Go left. You will find some paintings here. These are clues to solve the puzzle later on. If you want to solve the puzzle yourself, I suggest writing down the numbers on each painting.



- head to the leftmost room; defeat the Eternal Chimera guarding it. Examine the painting (VII Chariot) to get the **Darkpath Stone**.
- backtrack to the portal and use the Darkpath Stone.

=====







- here, you need to enter the doors according to the numbers on the paintings you saw a while ago. You need to enter them in ascending order, excluding the zero-you will need to enter it last.
- For your convenience, the solution to the puzzle is as follows:

Paintings' Numbers: 16-13-04-12-10-22-07-0

Order: 6 5 1 4 3 7 2 8

- earn 20000 event exp after solving the puzzle. The door to the left will now open. Enter it and examine the painting "XII Hanged Man" to get the **New Moon Stone**. You will obtain 1600 event exp.
  - Go back to the portal and use the newly acquired New Moon Stone.
- =====



- Proceed to the left and operate the machine. Grab item #9 along the way.
  - Backtrack to the portal and use the **Darkspot Stone** you have acquired earlier.
- =====







- Grab item #10 from the upper ledges. Now take the bottom door.
- Save and proceed to the right. Grab item #11.
- Follow the guardian statue. Avoid getting hit by it since it will transport you back to a room with a Dullahan. Just in case, defeat it and find a teleporter statue. Use the Darkspot stone and backtrack your steps. To avoid doing it again, just save and reload again.
- Just follow the guardian statue. It will then open a path in the center of the room. Now, on the next room, avoid the guardian statue again to get the treasures here. Now enter the left rear door to continue.



- This could be the most frustrating part of the dungeon. You need to jump over this guardian four times. If you get hit by any chance, you will be transported to that same void area. Timing is very essential here. To make it easier, create a full crystal and wait for the statue to approach. Remember that once the guardian spots you, he will charge at you. You need to time this with your jump.

- After the fourth jump, the statue will slow down and stop on the left side of the room. Examine it and you will obtain the Blood Red Stone. Now head to the portal and use it.

=====

- In the next room, Save and prepare for a bossfight.





#### BOSS:

Gandar HP: 35000  
 Weakness: None  
 Exp: 126000

**Strategy:** This boss is not that hard; much more as a giveaway battle. Just use your special attacks and this battle should end quick.

#### Artifacts:

Dragoon Faith - 4100 exp  
 Scroll of Golem - 4100 exp  
 Hourglass of the Gods - 4100 exp

Obtain 500000 exp after opening all artifacts.

Keep the Dragoon Faith for sure. The Scroll of the Golem is worthless in every way. But you can keep it for MP conversion. The Hourglass of the Gods can take you five periods back in the past which can be handy in case you need more time.



- The item above is a great spear for Aelia or Lawfer. To get it, just create some footholds as shown in the image. Now create a full crystal and shoot it again to break it and step on the shimmering particles slowly descending.





Now that all the dungeons are cleared, you can do whatever you want. You may wish to revisit dungeons again such as Arianrod to earn some extra experience.

**NOTE:** If you have taken the path to Ending A, then you should have Weeping Lily Meadow as one of your dungeons. Leave at least a free period to visit the meadows. Remember also that once you enter, you won't be able to come out again so make sure you did everything you want first before entering this area.

If you consumed all your periods then you will automatically start in Ending B's Joutenheim Palace.

## ENDING A: Asgard Hill

As you enter the Meadows, the scenes before the final stage will take place. I will place some of the screenshots during this transition. If you don't really care, then skip this part. I have dedicated one entire page of this faq for these. ☺







Now with the walkthrough. In those scenes above, you will need to battle Lenneth's elder sister, Hrist along with Bhrams , Lezard, Mystina and Arngrim. Her stats are as follows:

#### BOSS:

Hrist HP: 12000  
Weakness: None  
Exp: 700

The battle is easy so you don't have to worry. Just read/watch through all the scenes and you will find yourself in Asgard Hill.

I will just list the boss stats and strategies here since Asgard Hill is really a one path dungeon. Enemies here respawn if you leave the screen, making it possible to train your characters if you are having problems defeating the bosses, especially Bloodbane.

Alright before you start, check out your skills. You will rely mostly in surviving the attacks of the bosses – no matter how leveled up your characters are, their attacks will even exceed your max HP even at full health. If you still haven't figured out yet, the most important skill every character must have is **GUTS** and **AUTO-ITEM**. **Setting up Auto-Item with 100% of Union Plume** will increase your chance of survival against the attacks of the enemies, especially those Great Magicks. You can put in other items but instead of reviving your characters, they may just heal themselves, wasting the precious turn.





With those said, just make sure you have the strongest equipment you can get. The most damaging attacks you can deal with will be coming from your mages so make sure you have **Magic Bangle** and **Fairy Ring** equipped on them. The spell of choice would be **Mystic Cross/ Celestial Star** or **Shadow Servant/ Meteor Swarm**.

Alright, prepare for your hardest battles yet. Good luck!



#### BOSS:

Bloodbane	HP: 222000
Weakness:	None
Exp:	140000

**Strategy:** This legendary dragon is the first hindrance you need to take down. He has several attacks, all are damaging. Don't bother healing your characters; this boss can easily chip away large chunks of their DME with his attacks. Try to link all four special attacks when you have the chance; you will definitely need them.

Once you're able to bring his HP down to  $\frac{1}{4}$ , he will be using Gravity Blessing **EVERY TURN**. Just pray that your characters can hold on after every attack and that they will use Guts when you need it. Just attack him at every chance you can. Having weapons that will allow you to perform multiple attacks is very important here to build your combo gauge.

**Artifacts:** Demon Sword "Levantine"





Grab the Levantine since it is the most powerful sword in the main game scenario. Continue further to face the next boss.



**BOSS:**

Fenrir	HP: 250000
Weakness:	Fire
Exp:	175000

**Strategy:** If you have the **INFERNAS** then you have no problems with this battle. It is a great sword artifact that is acquired from the Citadel of Flames. The Infernas has the Fire/Death attribute that will kill ANY enemies weak to fire, just like Fenrir. Refer to the image above to get an idea on how much damage you can do in just three hits. If you are not using Arnggrim then any heavy knight (Kashell, Grey) on any level will do.

If you don't have that weapon but you have kept the **ETERNAL LAMP** then you are a bit fine. Just use some fire-based attacks, preferably Fire Lance and hit him with your Special Attacks.

If you don't have both, consider equipping your characters with Freeze Checks and use fire-based attacks.

**Artifacts:** None

Continue forth, save and enter a short conversation with the last boss.





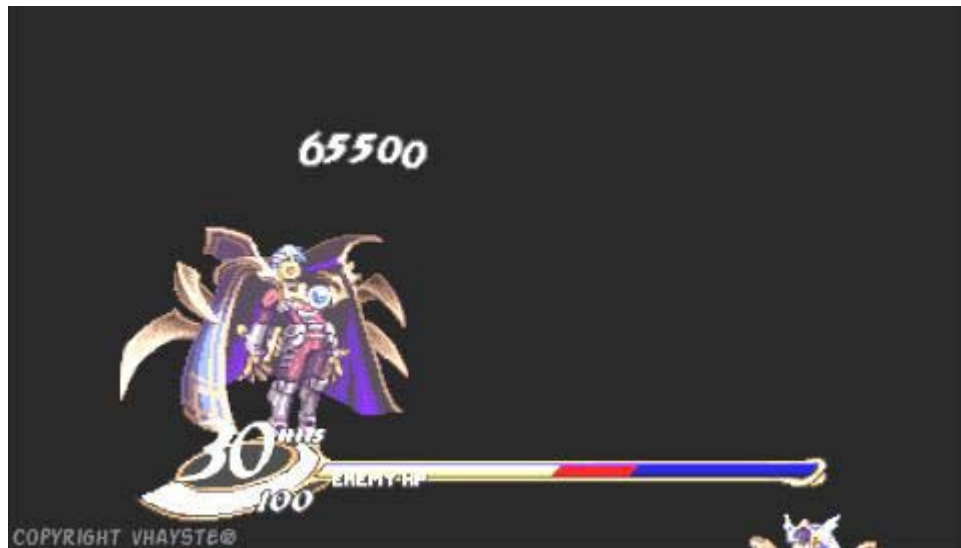
Continue forth and you will face the last boss. Also note that once you reached and used the last save point, Seraphic Gate, an optional dungeon, will be available. This is where your Flame Jewels will be used.

#### BOSS:

Loki	HP: 400000
Weakness:	None
Exp:	210000

#### Strategy:

When you first battle Loki, you just need to survive the attacks. After that, a scene will automatically trigger. After the scene, you will now be in the real fight. Note that if you 'game over' this you will need to do the whole fight-cutscene-fight again. Also, after the 'creation' event, Valkyrie will now be able to use her Full Nibelgen attack pattern. Try to perform her Nibelung Valesti and you will see the difference.



Start the battle by casting Guard Reinforce or other buffs. If you want, you can start with the offensive as well. Valkyrie will deal most of the damage here, so if possible, try to activate her special attack on LV3 or 4.

Probably, his most damaging attacks will be Extension Force and Carnage Anthem. Dragon Orb is cool but it is less damaging compared to those two. Try to down him first, then attack for him to drop those valuable CT orbs. The more CT orbs he drops, the more frequent you can use your special attacks.

Again, **don't bother healing your characters if his attacks can take them out in one shot.** You will just be wasting your turn. If your characters are strong enough to survive most of his attacks, including his great Magicks, then by all means, heal frequently.

Loki also has some basic spells which can be blocked by Reflect Sorcery. This is optional though. Concentration for your mages will help a lot here.

After you defeat him, the ending scenes will now initiate. I had hoped for a longer, much better one but unfortunately, a generic ending is what we get. For your pleasure, I will be including some screenshots for the ending.

**Congratulations for finishing HARD MODE!**





## ENDING B: JOUTENHEIM PALACE

Again, I don't have a map for Joutenheim Palace and I need to guide you guys again through words. Don't worry; there are just some simple puzzles in this place. Just note that probably, the main annoyances here are those disappearing platforms. You need to move quickly to successfully move into places.





All your Einherjars can be selected in your party now. If you had been following the events for ending A but for some reason you ended up in Ending B, you will notice that Lucian is not there. (He was killed by Loki, remember?)

Also, like Asgard Hill, enemies here respawn after leaving the screen/room.

- 
- Save your game, take the first door leading to the rear. Find a chest containing *Mental Reaction*.
  - Enter the next room to find *Freeze Check* and *Foxglove*.
  - Now continue to the 2<sup>nd</sup> screen from your position, find a *Foxglove* and *Eye of Heaven*. After getting those, head to the left, past the narrow bridge.
  - You will then reach a room with three fires and an empty torch in the bottom floor. Grab the Red Fire and put it on the empty torch. Now grab the *Blue Flame* and combine it with the *Red Flame*. You will get the *Daisy Fire* and 120000 event exp. Back track to the entrance. (this will melt down the blocking ice in the path that leads to Bloodbane)



- 
- Go to the left. Now, if you reach a room with some ice platforms, make your way to the top right door. Follow the path and take the door that leads to the rear. You will find *Vegetable Seed* and *Flare Crystals*. Backtrack to where you started and continue to the left.
  - Keep going to the left, find a *Flare Crystal* along the way. Find also an *Ether Scepter* and *Freeze Check* in the bottom of the large room with platforms and spikes.





- Continue going to the left to find a *Scarlet Edge* in the tall room that leads up. Be careful of those falling Icicles. If you want, you can just create some crystal footholds for you to use and go to the top right door.
- Continue along the way until you reach an opening leading to the rear. Head to the left to find an *Ether Scepter* and *Foxglove*.
- Continue forth. Save your game and head to the top right door. Jump down and you will enter the battle against Bloodbane.



#### BOSS:

Bloodbane     HP: 222000  
 Weakness:     None  
 Exp:            140000

**Strategy:** This legendary dragon is the first hindrance you need to take down. He has several attacks, all are damaging. Don't bother healing your characters; this boss can easily chip away large chunks of their DME with his attacks. Try to link all four special attacks when you have the chance; you will definitely need them.

Once you're able to bring his HP down to  $\frac{1}{4}$ , he will be using Gravity Blessing **EVERY TURN**. Just pray that your characters can hold on after every attack and that they will use Guts when you need it. Just attack him at every chance you can. Having weapons that will allow you to perform multiple attacks is very important here to build your combo gauge.

If you had setup Guts and Auto-Item as described earlier, then you just need to concentrate on damaging him.

**Artifacts:** Demon Sword "Levantine"

- After grabbing the Levantine, backtrack to the opening of this path and continue right this time. Make sure to grab the items along the way, especially the ones hidden in large, spiky areas.



- Continue going to the right, past the turnpoint where you need to go to the leftmost room. Also along the way, you should spot the great ice block that is blocking the path up.
- Continue to the left, past those Van Shizokus and falling icicles. To make this job easier, equip the Dimension Slip. If you want to farm experience, I will give you a good farming point later. Just continue to the left until you obtain the Fires of Purgatory. (Obtain 120000 event experience)



- Now you must quickly run to where the large ice block is. If you moved fast enough, then the path up should now be open. Continue following it.
- Follow the path. Some of the platform style jumping here can be a bit tedious. Just from here on, it is fully straightforward. On your way to the last savepoint, there is a Mithril Golem standing by the top left door. You can use this to farm extra exp as needed.



- When ready, continue forth and save. Make sure that you make some final checks before continuing. When you're all set, continue to the right, to Surt's Throne Room.







### BOSS:

Surt HP: 300000  
Weakness: None  
Exp: 210000

Vanir (x2) HP: 22000  
Weakness: None  
Exp: 4200

**Strategy:** Surt has some damaging attacks but compared to Loki, this guy is child's play. His great magic, Ifrit Caress is not even that threatening. Just use the same tactics you have used against Bloodbane and you should be fine. Get rid of those Vanir first. Note that most of the time, he will be attacking one target at a time.

Also, unlike the battle with Loki, you won't have the Full Nibelgen ability so you will really need to rely on all your characters' efforts, especially your mages. Having two mages in this battle will make it easier – only if you had trained them before this battle.

After the battle, a dull ending will be presented by Freya and the credits will start rolling.

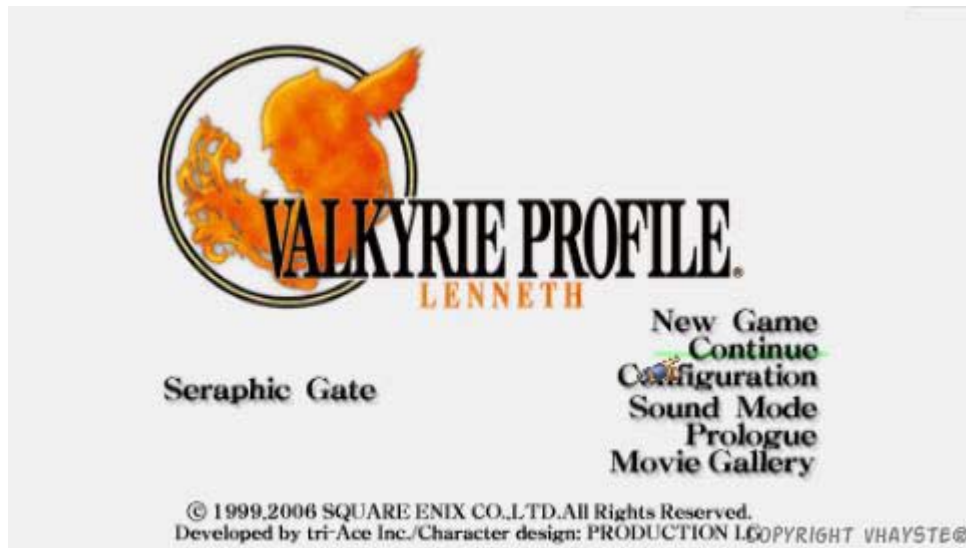


**Congratulations for finishing HARD MODE!**

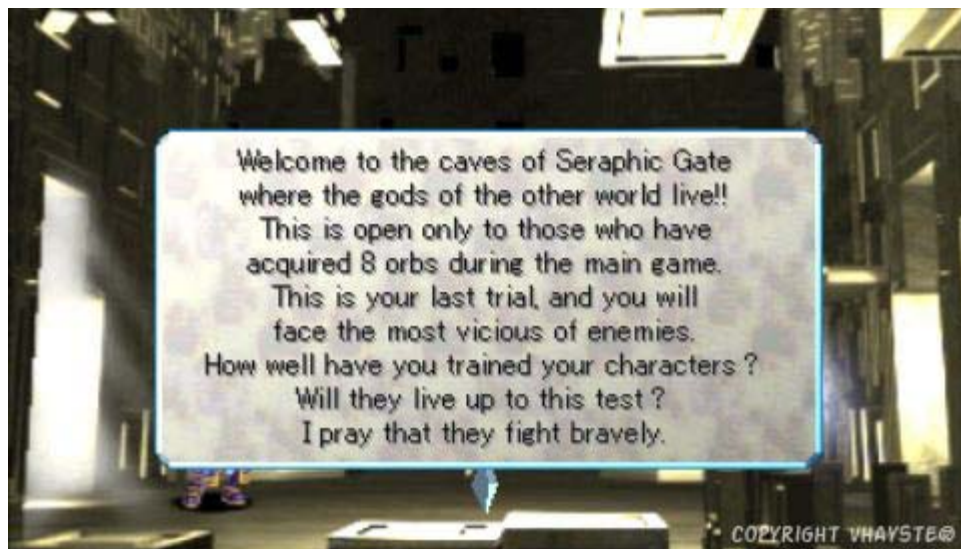




## Seraphic Gate



The Seraphic Gate is an optional dungeon that can be accessed from the main menu. This is unlocked as soon as you reach the last save point in the game, whether it is in Asgard Hill (Ending A) or in Joutenheim Palace (Ending B). This dungeon has no connection whatsoever from the main game scenario, so whatever you obtain here will not be carried over to the main game when you start or use it against Loki or Surt.

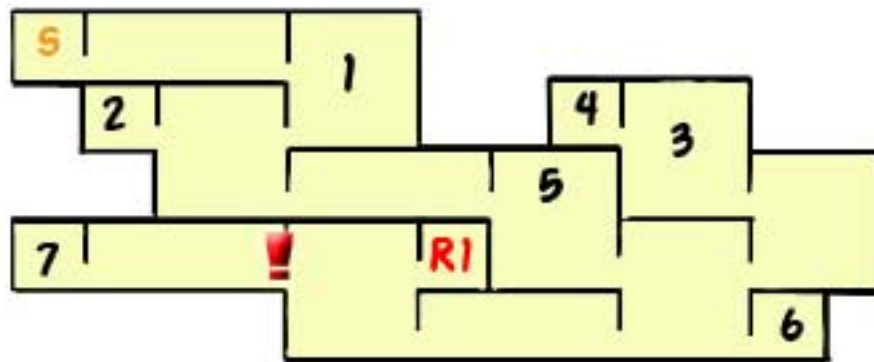


Though you can also access this dungeon when playing Normal Mode, you can only have limited access to the area since you need Flame Jewels to open key areas. These are only acquired in Hard Mode, in which the locations are already mentioned in this guide. Also note that the 'strongest' equipment that you have in the main game and you may be proud of are nothing compared to the ones offered here.

I have recreated the map since it is composed of four areas and it will be confusing to just edit the map as I did to the other dungeons. To make your lives easier, I suggest equipping the Dimension Slip when you collect items, or just take them off when you are targeting an enemy. Enemies here respawn after you leave the screen and you will have all your Einherjars in your side here.



## Yellow Area



1. Spell Reinforce, Golden Egg
2. Golden Egg
3. Fire Lance
4. Mighty Check, Gem of Creation
5. Golden Egg
6. Might Reinforce
7. Razor Shaft(!!)\*, Eternal Garb (!!)\*\*

S: Save Point/ Starting Point

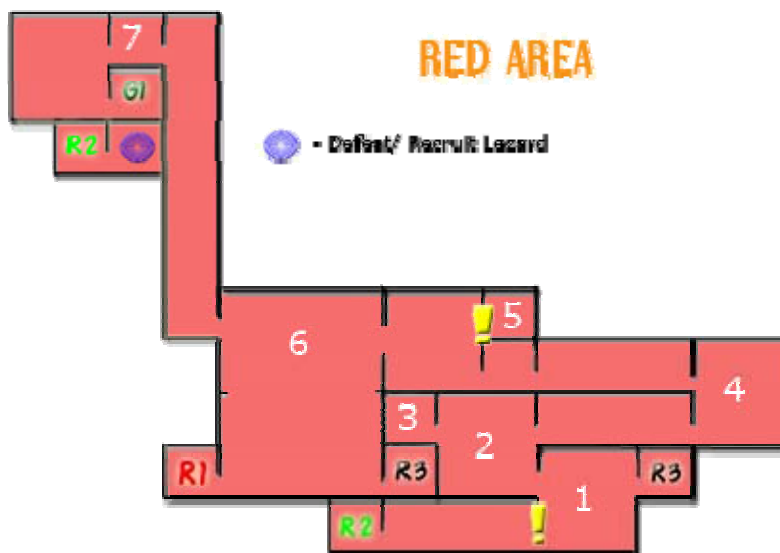
! : Flame Jewel door

R1: Portal to the Red Area

\*This is the most powerful bow in the game, which enables Valkyrie to use her Full Nibelgen ability.

\*\*The Eternal Garb is the strongest armor in the game.

After getting the items, head to R1.



! - Defeat/ Recruit Lizard



1. Golden Egg
2. Poison Blow, Eternal Garb (!!), Golden Egg
3. Sap Guard, Fire Storm, Golden Egg
4. Golden Egg, Eternal Garb (!!)
5. Soul Sword "Kusanagi"\*\*, "Mystic Sage"\*\*\*
6. Frigid Damsel, Mighty Check, Golden Egg (X2)
7. Scout Orb

\*\* The Kusanagi is the strongest Samurai blade in the game.

\*\*\* Statwise, the Mystic sage is the second strongest wand in the game. However, it can perform great magicks unlike the other. You will learn more about it later.

- You will find yourself in the Red Area, as shown in the map. Head directly to R3.
- If you notice, you can actually access the path leading to Lezard. However, I will definitely suggest getting the Mystic Sage first before facing Lezard.

### Defeat/ Recruit Lezard Valeth



#### BOSS:

Lezard Valeth	HP: 100000	Hell Gaze (x2)	HP: 20000
Weakness:	None	Weakness:	None
Exp:	140000	Exp:	21700

**Strategy:** This battle could be hard since those Hell Gazes can resurrect their allies in full HP. Applying the same strategy when battling these beasts may help but the problem is Lezard. He is on the rear and he can kill your characters with little effort with his spells.

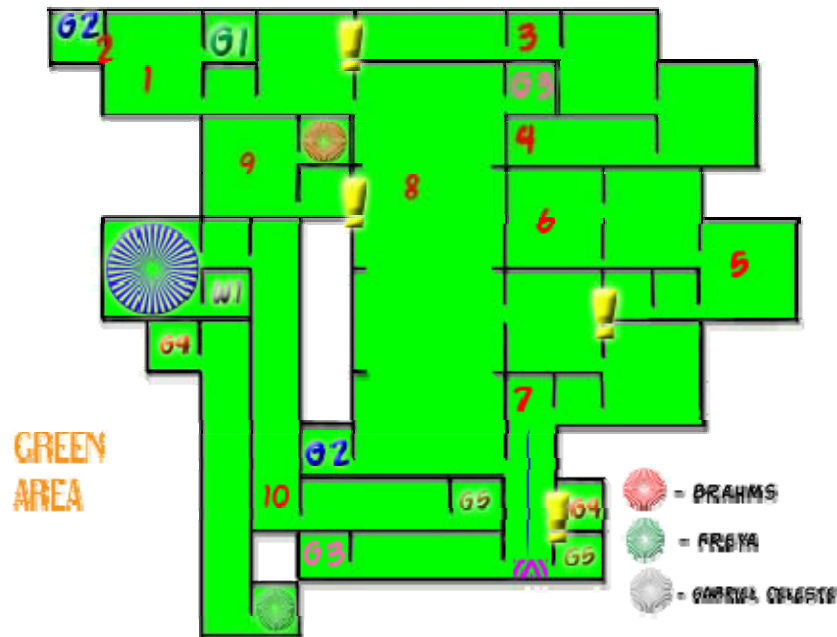
You may consider casting Reflect Sorcery but the physical attacks of those floating eyeballs are enough to convince you to get rid of them first. The screenshot above is only taken after suffering from Lezard's great magic.

If you both have the Razor Shaft and Mystic Sage with you, then you have better chance of success. Just pour out everything you can. After defeating him, you can now use him. He is the strongest mage you can get, obviously.





- To get items #6, you need to jump along the platforms. Just make sure you hold the analog or D-pad in UP position to make sure that Valkyrie grabs those chains when your jump falls short.
- Make your way to the G1 teleporter.



1. Golden Egg
2. Shield Critical
3. Golden Egg
4. Ethereal Divide(!)\*\* , Holy Wand of Telos(!)\*\*\*
5. Golden Egg
6. Demon Sword "Nefarious"\* , Bloody Duster(!)\*\*\*\*
7. Icicle Edge
8. Golden Egg
9. Eternal Garb (!!), Lightning Bolt
10. Golden Egg

\* This is the strongest two-handed sword in the game. However, it is a Normal enemy drop in one of the enemies in the white area. Although you can only do one attack per turn, its damage during special attacks is clearly evident.

\*\* This is the strongest spear in the game

\*\*\* Statwise, this is the strongest wand in the game. However, it will only allow you to cast normal magic during special attacks. Best used for multi-hit spells such as Prismatic Missile. Also, if you are using a dual mage in your fighting party, this is a must.

\*\*\*\* The only strongest weapon for Brahms.

**TIP:** To reach items #5 and #6 and item#9 and Brahms. You need to fall down near the walls but hold the UP button so that Valkyrie will grab the chains.



## Defeat/ Recruit Brahms



### BOSS:

Brahms	HP: 172000
Weakness:	None
Exp:	210000

**Strategy:** This will be a lot easier since Brahms has a low HP compared to the past bosses you have faced and also that he attacks only one target at a time. Just attack him normally and after that, he will be yours.

If you have gotten the Bloody Duster, equip it to him immediately. I put him in my party immediately. He will be one of your primary attacker. Or just use anybody you want.



## Defeat/ Recruit Freya



### BOSS:

Freya	HP: 300000
Weakness:	None
Exp:	0

**Strategy:** Just like Brahms, Freya can take out characters one at a time. Her attacks are devastating, not to mention her Ether Strike which deals 6-digit damage. Again, just fight her normally, though you won't get any experience points in this battle.

- To open activate the switch, you may need to fall directly from the room with item #7. You won't be able to do this the first time since you need to attack the glass floors. You need to fall all the way through those openings in the platform.





## Defeat Gabriel Celeste



### BOSS:

Gabriel Celeste	HP: 800000
Weakness:	None
Exp:	210000

**Strategy:** This is the second to the last major boss you need to defeat. If this is the first time you will battle him, then expect a lot of resistance. His spells and attacks are devastating. He can also cast Cosmic Spear which can deal not less than 5-6 digit damage points. Using your strongest party (I used Freya, Brahms and Lezard, all at around LV30-35) is recommended. The 6 digit damage you see above is the aftermath of Freya's LV4 Ether Strike.

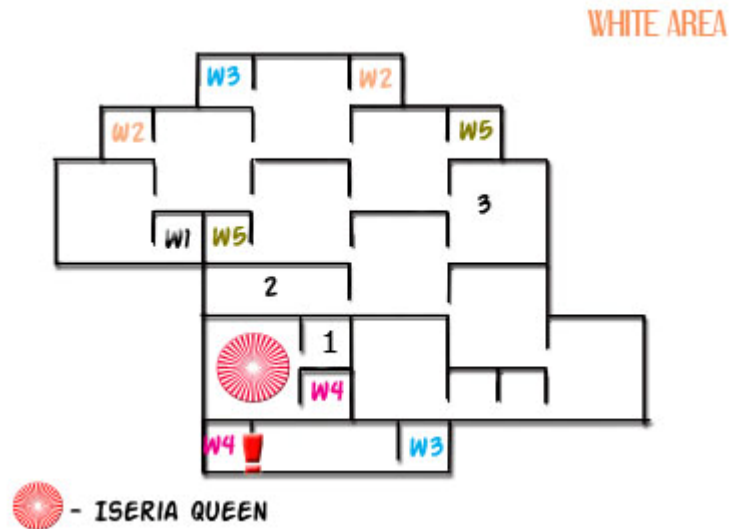
Now, I recommend equipping FAIRY RINGS and MAGIC/POWER BANGLES to enable your characters reduce their CT turn and increase their frequency of Special Attacks. Note that having Freya in your party can greatly affect your timing since the intervals of her attacks has some delay.

I recommend that you rearrange her attacks. Make sure that her Thunder Sword is her first attack and the Ether Burst her second. Just a tip: Once you reach 100% in



the energy gauge, just stop your attacks to initiate your Special Attack mode. If you continued your attacks, especially if Freya is the last attacker, the other characters won't be able to initiate their special attacks. Remember, every damage you can deal is important. If you are using other characters other than the so called 'Power Team' (yeah, I just made that one up) then feel free to use them – so long as their attack ratings exceed 10000.

After defeating Gabriel Celeste, you may not head to the hardest area with lots of very tough enemies.



1. Dainslef(!), Ether Laser (!!)
2. Wand of Exchange, Quartz Gem
3. Golden Egg, Lapis Lazuli

Note that all the previous bosses you have fought will be normal enemies here. If you want, you can also stay a bit and collect voice data from them. Remember that all their attributes/weakness is still the same. Same goes with Carnage Beast <Fenrir> that is still weak against Fire/Death weapons such as Infernas. Also, be careful since they are a lot more powerful than they originally were.



You can also fight Hrist here. Not technically her but the voice data are all the same. Note that she can also use her full Nibelgen ability like Valkyrie.



And guess what... its Loki! (This is for those who followed the path to Ending B)



Well enough of that. I was only giving you a little ice breaker before the final (hardest) battle. If you haven't yet, I suggest going all the way back and save. It never hurts making sure you're safe.

Before you face Iseria Queen:

- Get Dainslef and Ether Laser
- Have a lot of Union Plumes
- Set Guts and Auto-Item (100% Union Plume ONLY)
- Set Splash or Reverie (Reverie is more powerful than Splash but double may vanish after an effect, compared to Splash which is always active)
- Get your strongest party.

Here, your level doesn't matter. Well, it actually does since it determines the minimum damage you can deal. But this is actually an endurance battle. Full details of the battles will be discussed below.

Get ready...





## Defeat Iseria Queen



### BOSS:

Iseria Queen	HP: 2300000
Weakness:	None
Exp:	700000

**Strategy:** Let me just make it clear. What you are seeing is not 230 thousand. It is 2.3 Million. Yes. That much. So if you have faced Loki or Surt and it took you a while to defeat them, imagine facing her. Don't worry, you should have a few good weapons in your sleeve.

Now with Iseria Queen's attacks.

For the first part of the battle, she will cast ordinary spells and normal attacks. But they are damaging as hell – which can take out your characters in one hit. **Also note that after every 4<sup>th</sup> turn, she will use COSMIC SPEAR.** This is the great magic for Dark Savior. Expect whooping 5-digit damage for your characters.



When that happens, at least one of your characters should use GUTS. In this point, if your characters' Guts level is maxed, they will use it 65%-75% at a time. After the great magic, she can resume with her normal attack pattern.



In some occasions, she also uses Extension Force which deals 5-digit damage to all party members as well. If one character is left, don't hesitate to use Union Plume to revive him/her –even if Auto-Item is already initiated.



Just remember to link your special attacks and time your combos well. If you are using Freya, then remember what I mentioned earlier. Again, the 3<sup>rd</sup> or 4<sup>th</sup> Special Attack deals the most damage.

Once you drain her HP down to half, she will then change form. This will further increase her stats. She will also use her unstoppable special attack, called Empress Massacre. If Gabriel Celeste was able to use this against you, then you should know how much damage this attack deals. TT



The same pattern applies. Just attack whenever you have the chance. If you can also down her and attack her while on the ground, do so. This will ensure that she will drop a lot of CT orbs that can help you getting your turns to perform special attacks much faster.

Speed is the key here. You will need to survive 4-6 Cosmic Spears and over a million worth of damage before you can defeat her. Should you agree that in these battles, healing is not important? ;)





In the first time you beat her, you will get the strongest accessory in the game, **Tri-Emblem**. You will also gain 1.5 Mil event exp. Now you can head back to the save point and save.

**TRIVIA:** The Tri-Emblem is most powerful accessory in Star Ocean: The Second Story for the PS. It is acquired after defeating Gabriel Celeste.

Gabriel Celeste and Iseria Queen are all secret bosses in other Square Enix games such as Star Ocean: Till the End of Time and Radiata Stories.

Also, Lenneth is a secret recruitable character in the PS2 game, Radiata Stories.

Now, you need to defeat her nine more times to obtain the most powerful sword in the game. Expect to gain 3-4 levels after each fight. You just need to reload after saving and the dungeon will reset again. Remember that facing Iseria Queen also means facing Gabriel.

But don't worry, as you progress, Gabriel will slowly look like a poor past time and Iseria Queen is not that hard anymore.

After defeating her you will get the Book of Riddles. These are stupid, worthless manifestos from we-don't-know-who. Well, they are just riddles anyway. Aside from the large exp after the battle, opening the chest will give you 1.5 Mil Event experience as well.

After reading Book of Riddles #8, it will tell you to defeat Iseria Queen again one more time. Now you will get this after the battle...





You can get as much Angel Slayers as you want. But they can't be transmuted or converted to MP. And now below, my best party.

Skill	Use Item	Divine Item	Party	Ability
Equipment	Transfer	Status	Configure	Data
Valkyrie		Brahms		
LV	99	LV	99	
DME	78421 / 78421	DME	72081 / 72081	
EXP	36307000	EXP	36307000	
After	0	After	0	
Freya		Lezard Valeth		
LV	99	LV	99	
DME	73919 / 73919	DME	55059 / 55059	
EXP	36307000	EXP	36307000	
After	0	After	0	
Play time 43:22:12		Materialize point 6860		
Chapter 8 Period 0/0		Eval. 26		

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*Thank you for using this guide!!*

## CREDITS

- THANKS TO THE GAME SITES THAT ARE HOSTING MY FAQs/ GUIDES, ESPECIALLY TO MY 'HOME' SITE, IGN.COM
- TO MY READERS FOR USING MY GUIDE.
- TO MY FAMILY FOR SUPPORTING ME ON WHATEVER I DO
- TO OUR LORD FOR EVERYTHING.

UNTIL NEXT TIME... CHEERS!



### About the Author:

Paul's first PDF guide is an IGN exclusive for Dawn of Mana. His favorite character in VP is Arngrim, however he liked Mystina better.

As the time of writing, one of his pending projects include a PDF guide for Odin Sphere (PS2)

Email: [vhayste@gmail.com](mailto:vhayste@gmail.com)

<06/30/2007>